



CONTROL TO CATASTROPHE MAXIMILIAN

RENAISSANCE AND EARLY MODERN ARMY LISTS
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CONTROL TO CATASTROPHE: MAXIMILIAN Army Lists (v 1.0)

The Army Lists are grouped into historically contemporary forces. The basic lists are generic and are only roughly “balanced” for an open field battle. CONTROL TO CATASTROPHE: MAXIMILIAN is not designed for tournament play and I don’t believe that play balance is truly achievable. Player skill and the peculiarities of each army will make true “balance” unlikely especially for opposing armies that adopted very different systems. Armies that used the same doctrines are more easily balanced.

The Army Lists are composed of “typical” troop types for the army in question, but like play balance this too is a fantasy – the armies of the broad period covered by the rules were generally not fully ‘regular’ forces and from one campaign or battle to the next might have significantly different compositions that could not be reliably controlled by the historical actors. This is particularly true of the diverse allied, auxiliary, and mercenary troops that many armies included in their ranks but might not be reliable or available. This changed later in the period as greater homogeneity of troop types became evident.

Selecting an Army for Play

The Army Lists are roughly the same point value when using all the Units listed both by type and maximum number. This total point value ranges from 245-255 points. These are large armies and had to be to include the many different troop types typical of many of these forces. If a smaller pick-up game is desired players can agree to reduce this total down to no fewer than 120 points per side. This will reduce the number and types of Units available for play. Adjust the Victory Conditions accordingly accounting for Heavy Units and those Light Units (e.g., Horse Archers) that normally contribute to Victory Conditions. The Number of Units available of each type indicates whether the army must have that type or not. For example, a Unit that has a “Number of Units” noted as 2-5 means that you must have a minimum of 2 and a maximum of 5 Units of this type; a 0-5 notation would mean that this Unit type is optional but can be present to a strength of up to 5 Units.

Playing with fewer Units changes the balance of these armies as they were originally designed. Adding terrain can also significantly change play balance. If you are concerned about this and prefer a tournament style of play there are many rule sets that satisfy that approach. Having fun, however you define that, is at the heart of this hobby.

Armies that rely on Shooting and mobility will need a wide table and/or a small grid with many Boxes if using the full Army List complement of Units. If a large table (18+ Boxes wide) is not available, reduce the point value of the armies being fielded to open maneuver space.

Finally, the vast majority of Units fall into the standard three sizes (Shallow, Medium, and Deep) with corresponding standard Hit Triggers. Scenario designers should feel free to make adjustments to the Hit Triggers to reflect small variations in performance that are more subtle than changing the CCV or the basic size of the Unit. For example, a Medium size spear Unit with a CCV 4 is usually granted Hit Triggers 6-12 [3]. If the historical Unit performed better than others but not enough to warrant CCV 5 a scenario designer could increase the Hit Triggers to 7-14 [3]. This slight increase will make the Unit subtly more robust. Here are Hit Triggers that might give the size/quality variations that might be useful:

Unit Hit Triggers	Unit Size (depth)
1-3 [1]	Porous Unit (optional rules)
2-4 [2] 3-6 [2] 4-8 [2]	Shallow Unit
5-10 [3] 6-12 [3] 7-14 [3]	Medium Unit
8-16 [4] 9-18 [4] 10-20 [4]	Deep Unit

Points

The points system is very rudimentary but gives an indication of an army’s relative “value” as compared to other armies. The Army Lists specify the point value of each Unit. These are totalled to create an army points value. If you are creating your own Army Lists use the following process to assess point values.

Add together the following attributes for each Unit:

Unit Shaken Trigger number + Unit CCV + the following:

+1 for Close Order and Close Order (Pike)

-1 for Forgotten Units

+1 for Mounted Units/Elephants

+1 for Shock

+2 for certain Special Rule attributes: Pike-Blocks, Colunela, Tercio, and Swedish Brigades

- +1 Light Artillery
- +2 Medium Artillery
- +3 Heavy Artillery

Most of the Army Lists total 245-255 points. Scenario Army Lists need not be governed by points.

Scenarios

Scenarios are available to support play on the Decisive Wargame Design website. Here the Army Lists are far more idiosyncratic reflecting the army compositions of a particular day of battle.

For those interested in creating their own scenario Army Lists based on specific battles, I would recommend not unduly fretting over actual numbers of soldiers. Instead, consider the relative army frontages and use the number of Units and types necessary to match those frontages. The Box grid makes this process very easy by superimposing a scaled version of it (relative to your table size and grid proportions) onto a battle map and filling in the Boxes as needed with the requisite number and type of Units. This might seem a rather ahistorical way of approaching scenario design, but it is founded on a basic truth: armies across time have *tried* to match their opponent's frontage. This was done for good reason since being flanked was disastrous. Of course, this was not always possible, but the principle should guide our thinking when creating a scenario. When opposing numbers of soldiers really must be accounted for, this can be addressed by manipulating the Unit sizes and the Hit Triggers; an army might have stretched out its lesser numbers into Shallow Units in order to match the frontage of a more numerous opponent.

Now, all of this does not mean that we can ignore qualitative differences between armies, nor should we ignore issues of play-balance. All armies across time thought of "play-balance" since accepting battle usually meant that both sides believed they could win. Numerical strength was certainly a factor, but by manipulating the Unit Trigger numbers, Combat and Control Values, the Order Densities, and number of Brigades, an army can be made significantly stronger or weaker to suit the scenario.

I hope the rules give you enough options to customize historically accurate armies for any scenario.

Army List Template

Use the following table to create your own Army Lists. A familiarity with the rules should make the headings self-evident. The "Notes" section must include the weapons used by the Unit, if any modifiers are required for Momentum and Pursuit Control Tests, and any other special characteristics like Massed Archery or Salvo. Note that in the Army Lists a Unit that is not allowed to Shoot (e.g., Heavy Foot armed with javelins) or uses a variety of edged weapons for Melee is usually armed with "Spear." This is to distinguish the Unit from those capable of throwing javelins in Shooting.

Army List Group: Early Italian Wars (to 1520)**Early Italian Wars Swiss (1.0)**

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

247 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Pike-Block	6-9	Deep: 12-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT -1* See Special Rules for Pike-Blocks Kiel Brigade allowed	19
Heavy Cavalry: Knights	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Light Foot	2-6	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	X-Bow Missile Reliant	6
Light Cavalry	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	X-Bow Missile Reliant	7
Light Gun	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7

Note the Special Rules for the Swiss, Section 13.1.5

When operating as mercenaries the Swiss have the normal Deep Unit Shaken Hit Trigger of 9.

*In contrast to other Close Order (Pike) Units, the Swiss are more difficult to control once under Momentum (CT -1). This got them into trouble at battles like Cerignola, Marignano, and Bicocca where they threw themselves at entrenched enemy only to be shot down and defeated.

Early Italian Wars French (1.0)

Brigades and Attached Generals: 5 Heavy Brigades

Victory Conditions: Army defeated with the loss of 7 Heavy Units Broken

Points: 250

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock(?)	Notes	Points per Unit
Heavy Foot: Swiss Pike-Block*	1-4	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT -1 See Special Rules for Pike-Blocks Keil Brigade allowed	16
OR Heavy Foot: Landsknecht Pike- Block	1-4	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks Keil Brigade allowed	16
Heavy Foot: French or Italian pikemen	0-2	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1	11
Light Foot: French or Italian Crossbowmen**	0-2	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	X-Bow Missile Reliant Pavises	7
Heavy Cavalry: Gendarmes	2-3	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured (-1 Shooting target)	10
Heavy Cavalry: "Archers" and Men at Arms (French or Italian)	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured (-1 Shooting target)	9
Light Cavalry: Stradiots	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow and Spear	7
Light Cavalry	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Arquebus Missile Reliant	7
Light Foot	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus Missile Reliant	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	X-Bow Missile Reliant	6
Artillery: Light Gun	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7
Artillery: Field Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8
Artillery: Heavy Gun	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9

*Note the Special Rules for the Swiss, Section 13.1.5. In contrast to other Close Order (Pike) Units, the Swiss are more difficult to control once under Momentum (CT -1). This got them into trouble at battles like Cerignola, Marignano, and Bicocca where they threw themselves at entrenched enemy only to be shot down and defeated. Do not apply a CT modifier to the Swiss after 1522.

**The 2 Loose Order crossbow Units can be replaced with 1 Medium size, Massed Order, CCV 4, Missile Reliant, crossbow Unit.

Early Italian Wars Spanish (1.0)

Brigades and Attached Generals: 5 Heavy Brigades

Victory Conditions: Army defeated with the loss of 7 Heavy Units Broken

Points: 257

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Colunela Pike-Blocks	2-4	Deep: 9-18 [4]*	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Colunela Pike-Blocks	16
Heavy Foot: Landsknecht Pike- Block	0-3	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks Keil Brigade allowed	16
Heavy Cavalry: Knights	1-3	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured (-1 Shooting target)	10
Heavy Cavalry: Men at Arms	1-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured (-1 Shooting target)	9
Light Cavalry: Jinetes	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelin	7
Light Cavalry: Mounted	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Arquebus Missile Reliant	7
Light Foot	2-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus (attached to Colunela) Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	X-Bow Missile Reliant	6
Artillery: Light Gun	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7
Artillery: Field Gun	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8

*There is debate about the relative size of Colunelas compared to Swiss or Landsknecht Pike-Blocks. Players or scenario designers that prefer smaller Pike-Blocks can replace the 4 Deep size Colunelas with 5 Medium size Colunela Pike-Blocks with Hit Triggers 6-12 [3] (13 points)

Early Italian Wars Italian States (1.0)

Brigades and attached Generals: 5 Heavy Brigades

Victory Conditions: Army defeated with the loss of 7 Heavy Units Broken

Points: 252

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Spearmen	1-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
OR Heavy Foot: Pike*	1-4	Medium: 6-12 [3]	Average: CCV 4	Close-Order (Pike) Foot	4	Pike Momentum CT +1	11
Heavy Foot: Pike- Block (Provisionati)	0-2	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks	16
Heavy Foot: Landsknecht Pike- Block	0-2	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks Keil Brigade allowed	16
Light Foot: Crossbowmen**	1-2	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	X-Bow Missile Reliant Pavises	7
Heavy Cavalry: Knights	1-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured (-1 Shooting target)	10
Heavy Cavalry: Mercenary Men-at- Arms	2-5	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured (-1 Shooting target)	9
Light Cavalry: Stradiots	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow and Spear	7
Light Cavalry	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	X-Bow Missile Reliant	7
Light Cavalry	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Arquebus Missile Reliant	7
Light Foot	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	X-Bow Missile Reliant	6
Artillery: Light Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7
Artillery: Field Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8

*Spear Units were slowly supplanted by pike-armed Units. By 1500 all Italian spear Units should be replaced with pike-armed Units which in turn can be replaced with Pike-Block Units by a scenario designer.

Italian armies across this period varied significantly with some adopting the pike more quickly than others, some having a more substantial mounted arm, and others achieving a combination of both. This generic list should be seen as a starting point for scenario designers.

**The 2 Loose Order crossbow Units can be replaced with 1 Medium size, Massed Order, CCV 4, Missile Reliant, crossbow Unit.

Later 15th century Ottoman (1.0)

Brigades and attached Generals: 6 Brigades including Horse Archers that must operate in Light Brigades.

Army defeated with the loss of 7 Heavy and Horse Archer Units Broken. Horse Archers count 0.5 each toward the number of key Units and Units Broken.

250 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Janissaries*	0-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Foot: Janissary Bowmen	0-2	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Bow May perform Massed Archery Missile Reliant	9
Heavy Cavalry: Spahis of the Porte	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Bow and Lance Heavy Mixed Unit	10
Heavy Cavalry: Feudal Spahis etc.	4-7	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	5 +2 Shock	Bow and Lance Heavy Mixed Unit	9
Light Cavalry: Horse Archers	6-10	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot: Azabs	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot: Azabs	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelin	6
Artillery: Heavy Gun	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9
Artillery: Field Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8

*Players can substitute 1 Janissary Spear Unit with the following:

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Camp followers	0-3	Medium: 6-12 [3]	Forgotten: CCV 2	Warrior Order Foot	2	Spear	8

Army List Group: Late Italian Wars (post-1522)**Late Italian Wars French (1.0)**

Brigades and Attached Generals: 6 Heavy Brigades

Victory Conditions: Army defeated with the loss of 7 Heavy Units Broken

Points: 253

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock(?)	Notes	Points per Unit
Heavy Foot: Swiss Pike-Block*	2	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block See Special Rules for Pike-Blocks Keil Brigade allowed	16
OR Heavy Foot: Landsknecht Pike- Block	2	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks Keil Brigade allowed	16
Heavy Foot: French or Italian Pike- Block	1-3	Deep: 9-18 [4]	Brittle: CCV 3	Close Order (Pike) Foot	3	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks	15
Heavy Cavalry: Gendarmes	2-3	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured (-1 Shooting target)	10
Heavy Cavalry: "Archers" and other Men at Arms (French or Italian)	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured (-1 Shooting target)	9
Light Cavalry: Stradiots	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelin	7
Light Cavalry	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Arquebus Missile Reliant	7
Light Foot	2-5	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus Missile Reliant	6
Light Gun	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7
Field Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8
Heavy Gun	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9

*Do not apply any of the Special Rules for the Swiss (Section 13.1.5).

Late Italian Wars Spanish-Imperialist (1.0)

Brigades and Attached Generals: 6 Heavy Brigades

Victory Conditions: Army defeated with the loss of 7 Heavy Units Broken

Points: 250

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Colunela Squadrons*	2-4	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Colunela Pike-Blocks	16
Heavy Foot: Landsknecht Pike- Block	1-3	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks Keil Brigade allowed	16
OR Heavy Foot: Italian Pike-Block	<i>Up to 3 replacing Landsknechts</i>	<i>Deep: 9-18 [4]</i>	<i>Average: CCV 4</i>	<i>Close Order (Pike) Foot</i>	4	<i>Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks</i>	16
Heavy Cavalry: Knights	1-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured (-1 Shooting target)	10
Heavy Cavalry: Men at Arms	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured (-1 Shooting target)	9
Heavy Cavalry (Pistols): Reiters (Trotters)**	1-2	Medium: 6-12 [3]	Average: CCV 4	Close Order Mounted	4	Sword and Pistol Trotters Momentum and Pursuit CT +1 May Caracole vs. Foot	11
Light Cavalry: Jinetes	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelin	7
Light Cavalry: Mounted	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Arquebus Missile Reliant	7
Light Foot	2-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus (attached to Colunela) Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	X-Bow Missile Reliant	6
Artillery: Field Gun	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8
Artillery: Heavy Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9

*After 1540 Colunelas are replaced with Tercio Squadrons. There is debate about the relative size of Colunelas compared to Swiss or Landsknecht Pike-Blocks. Players or scenario designers that prefer smaller Pike-Blocks can replace the 4 Deep size Colunelas with 5 Medium size Pike-Blocks with Hit Triggers 6-12 [3] (13 points)

**Note the special rules for Reiters.

Army List Group: England, Scotland, and Ireland**Early Tudor (1.0)**

Brigades and Attached Generals: 5 Heavy Brigades

Victory Conditions: Army defeated with the loss of 6 Heavy Units Broken

Points: 253

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Bill and Longbow	2-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Pole weapons and Longbow Heavy Mixed Unit May not perform Massed Archery	10
Heavy Foot: Pike and Longbow	0-2	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike and Longbow Heavy Mixed Unit May not perform Massed Archery	11
Heavy Foot: Landsknecht Pike- Block	0-2	Deep: 9-18 [4]	Average: CCV 4	Close Order (pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks Keil Brigade allowed	16
Light Foot: Arquebusiers	1-3	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Arquebus Missile Reliant	7
Heavy Cavalry: Gendarmes	1-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured (-1 Shooting target)	10
Heavy Cavalry: Men at Arms	1-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured (-1 Shooting target)	9
Light Cavalry: Border Horse etc.	1-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelin	7
Light Cavalry: Mounted	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Arquebus Missile Reliant	7
Light Foot	2-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	X-Bow Missile Reliant	6
Artillery: Light Gun	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7
Artillery: Field Gun	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8

16th century Scottish (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 8 Heavy Units Broken.

249 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Pike-Block	5-8	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks Aggression +1	16
Heavy Foot: Elite Pike-Block	0-1	Deep: 9-18 [4]	Tough: CCV 5	Close Order (Pike) Foot	5	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks Aggression +1	17
Heavy Foot: Highlanders	1-3	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2 Shock	Sword and Bow Momentum and Pursuit CT -1 Heavy Mixed Unit*	11
Heavy Cavalry: Border Horse	0-3	Shallow: 3-6 [2]	Average: CCV 4	Warrior Order Mounted	4 (no Shock)	Spear Momentum and Pursuit CT -1	8
Light Foot	2-5	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus** Missile Reliant	6
Light Gun	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7

*Highland Units may not suspend Momentum for the reason of Shooting.

**Replace with muskets in the later 16th century.

16th century Irish (1.0)

Brigades and attached Generals: 4 Heavy Brigades
 Army defeated with the loss of 10 Heavy Units Broken.

250 Points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Gallowglas and Scots	6-11	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4 +1 Shock	Sword and Axe	11
Heavy Foot: Bonnachts	3-6	Medium: 6-12 [3]	Brittle: CCV 3	Warrior Order Foot	3 +1 Shock	Sword and Axe	10
Heavy Cavalry	0-2	Shallow: 3-6 [2]	Average: CCV 4	Warrior Order Mounted	4 (no Shock)	Spear Momentum and Pursuit CT -1	8
Light Foot:	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus Missile Reliant	6
Light Foot: Kern	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelin	6
Light Foot: Levy	0-4	Shallow: 3-6 [2]	Forgotten: CCV 2	Open Order Foot	2	Javelin	4
Light Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7

Army List Group: 16th Century Religious Wars**French Wars of Religion Catholic (1.0)**

Brigades and Attached Generals: 6 Heavy Brigades

Victory Conditions: Army defeated with the loss of 8 Heavy Units Broken

Points: 250

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice	Notes	Points per Unit
Heavy Foot: Swiss Pike-Block*	0-3	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks Keil Brigade allowed	16
OR Heavy Foot: Landsknecht Pike- Block	0-4	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks Keil Brigade allowed	16
Heavy Foot: French Pikemen	1-2	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1	10
Heavy Foot: French musketeers	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Foot	4	Musket Missile Reliant	7
Heavy Cavalry: Gendarmes	1-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured -1 target	10
Heavy Cavalry: Cheveauleger	0-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured -1 target	9
Heavy Cavalry (Pistols): Reiters	1-3	Medium: 6-12 [3]	Average: CCV 4	Close Order Mounted	4	Pistol and Sword Trotters Momentum and Pursuit CT +1 May Caracole vs. Foot	11
Light Cavalry: Stradiots	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow and Spear	7
Light Cavalry	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Arquebus Missile Reliant	7
Light Foot	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus Missile Reliant	6
Artillery: Light Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7
Artillery: Field Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8
Artillery: Heavy Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9

*Do not apply any of the Special Rules for the Swiss (Section 13.1.5).

French Wars of Religion armies are difficult to replicate in a generic sense. The wars were long and the factions changed over time. What was a rebel army at one moment became a royal army the next. Generally, it is better to select a specific phase of the wars or, even better, a specific battle to guide the compositions of the opposing armies. What is interesting about this period is the persistence of large pike blocks, knights and lancers combined with the development of pistol armed cavalry (Reiters and cuirassiers) and bodies of foot armed exclusively with muskets. The full integration of "pike and shot" was only just emerging while the Reiters challenged the importance of the knight as these elites gave way to the sword and pistol armed "cavalry" late in this period to become ubiquitous in the 17th century.

French Wars of Religion Huguenots (1.0)

Brigades and Attached Generals: 6 Heavy Brigades

Victory Conditions: Army defeated with the loss of 8 Heavy Units Broken

Points: 255

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice	Notes	Points per Unit
Heavy Foot: Swiss Pike-Block*	0-2	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks Keil Brigade allowed	16
OR Heavy Foot: Landsknecht	0-3	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks Keil Brigade allowed	16
Heavy Foot: French Pikemen	1-2	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1	10
Heavy Foot: French Musketeers	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Foot	4	Musket Missile reliant	7
Heavy Cavalry: Gendarmes	0-1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured -1 target	10
Heavy Cavalry: Cheveauleger	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured -1 target	9
Heavy Cavalry (Pistols): "Millers"	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Pistol and Sword Gallopers	10
Heavy Cavalry (Pistols): Reiters	1-2	Medium: 6-12 [3]	Average: CCV 4	Close Order Mounted	4	Pistol and Sword Trotters Momentum and Pursuit CT +1 May Caracole vs. Foot	11
Light Cavalry: Stradiots	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow and Spear	7
Light Cavalry	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Arquebus Missile Reliant	7
Light Foot	2-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus Missile Reliant	6
Artillery: Light Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7
Artillery: Field Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8
Artillery: Heavy Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9

*Do not apply any of the Special Rules for the Swiss (Section 13.1.5).

French Wars of Religion armies are difficult to replicate in a generic sense. The wars were long and the factions changed over time. What was a rebel army at one moment became a royal army the next. Generally, it is better to select a specific phase of the wars or, even better, a specific battle to guide the compositions of the opposing armies. What is interesting about this period is the persistence of large pike blocks, knights and lancers combined with the development of pistol armed cavalry (Reiters, cuirassiers and the "Millers") and bodies of foot armed exclusively with muskets. The full integration of "pike and shot" was only just emerging while the Reiters challenged the importance of the knight as these elites gave way to the sword and pistol armed "cavalry" late in this period and confirmed in the 17th century.

Spanish Late 16th century (1.0)

Brigades and Attached Generals: 6 Heavy Brigades

Victory Conditions: Army defeated with the loss of 7 Heavy Units Broken

Points: 253

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Tercio Squadron	3-6	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Tercio Squadrons	16
Heavy Cavalry: Knights	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured (-1 Shooting target)	10
Heavy Cavalry: Lancers	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured (-1 Shooting target)	9
Heavy Cavalry (Pistols): Reiters	1-2	Medium: 6-12 [3]	Average: CCV 4	Close Order Mounted	4	Pistol and Sword Trotters Momentum and Pursuit CT +1 May Caracole vs Foot	11
Light Cavalry: Stradiots	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelin	7
Light Cavalry: Mounted	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Arquebus Missile Reliant	7
Light Foot	3-6	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus (attached to Tercio Squadrons) Missile Reliant	6
Artillery: Field Gun	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8
Artillery: Heavy Gun	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9

Dutch Late 16th century to Early 17th century (1.0)

Brigades and Attached Generals: 8 Heavy Brigades when using Small Pike and Shot Units; 6 Brigades when using Medium size Pike and Shot Units.

Victory Conditions: Army defeated with the loss of 12 Heavy Units Broken when using Shallow Pike and Shot Units; 9 Units Broken when using Medium size Pike and Shot Units.

Points: 249

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Pike and Shot*	4-12	Shallow: 3-6 [2]	Average: CCV 4	Close Order (Pike) Foot	4	Pike and Musket Momentum CT +1 See Special Rules for Pike and Shot Units	8
OR Heavy Foot: Pike and Shot*	3-8	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike and Musket Momentum CT +1 See Special Rules for Pike and Shot Units	11
Heavy Cavalry: Lancers	0-1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2	Lance	10
Heavy Cavalry (Pistols): Cuirassiers**	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Close Order Mounted	5	Pistol and Sword Trotters Momentum and Pursuit CT +1	9
Heavy Cavalry (Pistols): Harquebusiers	3-8	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Pistol and Sword Trotters Momentum and Pursuit CT +1	8
Light Cavalry: Mounted Muskets	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Musket Missile Reliant	7
Light Foot	1-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Musket Missile Reliant	6
Artillery: Light Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7
Artillery: Field Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8

*Use Shallow Units when playing a large game with many Units. This assumes that the representational scale is low and Units represent 1 or 2 battalions. If the representational scale is larger and fewer Units are deployed use larger Medium size "German Doctrine" Units.

Players will have to decide if arquebuses or muskets (or a mix of both) are appropriate.

**Note the movement rules for Close Order Cuirassiers: Unformed when they use both Movement Actions.

Army List Group: Eastern Armies of the 16th Century**Ottoman Empire 16th century (1.0)**

Brigades and Attached Generals: 5 Heavy Brigades; the Ottoman player may replace 1 Heavy Brigade to create a Light Cavalry Brigade.

Victory Conditions: Army defeated with the loss of 7 Heavy Units Broken

Points: 249

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice	Notes	Points per Unit
Heavy Foot: Janissaries	0-2*	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Arquebus Momentum CT +1	11
Regional Heavy Foot	2-4	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Arquebus Missile Reliant	9
Elite Heavy Cavalry: Spahis of the Porte	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance and Bow Mixed Unit Well Armoured (-1 Shooting target)	10
Heavy Cavalry (Feudal Spahis etc)	4-6	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance and Bow Mixed Unit	9
Light Cavalry: (Akinjis, Dellis, etc.)	2-5	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Cavalry: (Balkan etc.)	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelin	7
Light Foot	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Foot	3	Bow Missile Reliant	6
Light Foot	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebuses Missile Reliant	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Artillery: Heavy Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9
Artillery: Medium Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Medium Missile Reliant	8

*In the second half of the 16th century players can swap up to 2 Regional Heavy Foot arquebusiers for more Janissaries.

Polish Early 16th century (to 1560) (1.0)

Brigades and Attached Generals: 5 Heavy Brigades

Army defeated with the loss of 9 Heavy Units Broken

Points: 248

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot:	1-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Arquebus Missile Reliant	10
Heavy Foot:	0-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Arquebus and Spear Heavy Mixed Unit	10
Heavy Cavalry: Knights	0-1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	10
Heavy Cavalry: Hussars	2-4	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -1	10
Heavy Cavalry: Pancerni	2-7	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance and Bow Mixed Unit	9
Light Cavalry: Cossacks and Tartars	2-4	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Mounted	3	Bow 360 Not Missile Reliant	7
Foot Skirmishers	0-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Artillery: Heavy Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9
Artillery: Light Gun	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7

Muscovy 16th century (1.0)

Brigades and Attached Generals: 5 Heavy Brigades

Army defeated with the loss of 9 Heavy Units Broken

Points: 248

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Town Levies	1-5	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Arquebus Missile Reliant	9
Heavy Foot: Town Levies	0-1	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Spear and Axe	9
OR replace all Town Levies with Heavy Foot: Streltzi	1-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Arquebus Missile Reliant	10
AND Heavy Foot: Cossacks	0-1	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Arquebus Missile Reliant	9
Heavy Foot: Cossacks	0-1	Medium: 6-12 [3]	Brittle: CCV 3	Close Order (Pike)	3	Pike	10
Heavy Cavalry: Drujina	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Sword/Mace and Bow Mixed Unit	9
Heavy Cavalry:	2-6	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Sword/Mace and Bow Mixed Unit	9
Heavy Cavalry: Retainers	1-4	Shallow: 3-6 [2]	Brittle: CCV 3	Massed Order Mounted	3 +1 Shock	Bow	8
Light Cavalry: Tartars or Kazaks	2-6	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Mounted	3	Bow 360 Not Missile Reliant	7
Foot Skirmishers	0-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Artillery	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7
Artillery	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9

Cossack 16th-17th century (1.0)

Brigades and Attached Generals: 6 Brigades including both Heavy and Light Brigades

Army defeated with the loss of 9 Units Broken (Light Cavalry Units count 0.5 per Unit Broken)

Points: 247

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	1-4	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	4	Arquebus or Musket* Missile Reliant	9
Heavy Foot	0-2	Medium: 6-12 [3]	Brittle: CCV 3	Close Order (Pike) Foot	3	Pike	10
Heavy Cavalry	0-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance and Bow Mixed Unit	9
Light Cavalry	6-14	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Mounted	3	Bow 360 (Not Missile Reliant)	7
Light Foot	2-6	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Artillery	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7

*Muskets are available in the late 16th century.

Venetian late 16th century (to fight the Ottomans) (1.0)

Brigades and Attached Generals: 5 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken

Points: 250

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Pike-Block	1-4	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike See special rules for Pike-Blocks	14
Heavy Foot: Ultramarine Militia	1-6	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Arquebus Missile Reliant	9
Heavy Cavalry (Pistols): Trotters	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Pistol and Sword Trotters Momentum and Pursuit CT +1	8
Light Cavalry: Stradiots	2-6	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelin	7
Light Foot	2-6	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus Missile Reliant	6
Artillery: Field Gun	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Gun Missile Reliant	8
Artillery: Light Gun	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Gun Missile Reliant	7

Army List Group: 30 Years War**Imperialist (1.0)**

Brigades and Attached Generals: 6 Heavy Brigades

Victory Conditions: Army defeated with the loss of 8 Heavy Units Broken

Points: 254

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice	Notes	Points per Unit
Heavy Foot: Pike and Shot	0-2	Medium: 6-12 [3]	Tough: CCV 5	Close Order (Pike) Foot	5	Pike and Musket Momentum CT +1 See Special Rules for Pike and Shot Units	12
Heavy Foot: Pike and Shot	3-6	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike and Musket Momentum CT +1 See Special Rules for Pike and Shot Units	11
Heavy Cavalry (Pistols): Cuirassiers*	1-3	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5	Pistol and Sword Trotters Momentum and Pursuit CT +1	9
Heavy Cavalry (Pistols): Harquebusiers	2-5	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Pistol and Sword Trotters Momentum and Pursuit CT +1	8
Light Cavalry: Croats	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Spear and Pistol/Carbine	7
Light Foot**	3-5	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Musket; may be used as Commanded Musketeers Missile Reliant	6
Light Cavalry: Dragoons	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted/Foot	3	Musketeers when dismounted; may not fire mounted Missile Reliant	7
Artillery: Light Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant May use Regimental Gun rules.	7
Artillery: Field Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8
Artillery: Heavy Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9

*Players can make the Cuirassiers Close Order Mounted Units but apply the movement rules: Unformed when they use both Movement Actions. This is best applied to the early part of the period.

** Up to 50% of the Light Foot musketeers may be used to create Light Supported Mixed Units: Commanded Muskets

Imperialist pike and shot infantry experimented with numerous dispositions as was common through the period. While still often using what was called a Tercio, in fact from one battle to the next Unit depths and compositions were amended. For simplicity, apply the normal rules for Pike and Shot Units, German Doctrine.

Imperialist Pike and Shot Units with an CCV 5 may Salvo.

Until 1632 Imperialist cavalry used a less aggressive tactical Doctrine relying on pistols and carbines against enemy horse. After 1632 Imperialist doctrines emulated that of the Swedes (and others). Change all Imperialist Cuirassiers (Massed Order only) and Harquebusiers to Gallopers.

Swedes (1.0)

Brigades and Attached Generals: 7 Heavy Brigades

Victory Conditions: Army defeated with the loss of 8 (9 for early campaigns) Heavy Units Broken

Points: 248 (250 points for early campaigns)

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice	Notes	Points per Unit (Early campaigns)
Heavy Foot: Pike and Shot "Swedish Brigade" **	2-4	Medium: 6-12 [3]	Tough: CCV 5	Close Order (Pike) Foot	5	Pike and Musket Momentum CT +1 See Special Rules for Swedish Brigade Pike and Shot Units	14 (12)
Heavy Foot: Pike and Shot German **	2-4 (5 for early campaigns)	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike and Musket Momentum CT +1 See Special Rules for Pike and Shot Units	11 (13)
Heavy Cavalry (Pistols): Cuirassiers and Elite Horse	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Pistol and Sword Gallopers***	10 (9)
Heavy Cavalry (Pistols): Swedish	2-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Pistol and Sword Gallopers***	9 (8)
Heavy Cavalry (Pistols): German	1-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Pistol and Sword Trotters	8
Light Foot ****	2-5	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Musket Missile Reliant	6
Light Cavalry: Dragoons	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted/Foot	3	Musketeers when dismounted; may not fire mounted Missile Reliant	7
Artillery: Light	2-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant May use Regimental Gun rules.	7
Artillery: Field	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8

*For the wars against the Polish do not use Swedish Brigades; replace them with normal Pike and Shot Units (German Doctrine).

**The "Swedish" infantry were mostly Germans trained in Swedish methods. The Germans in the list are not using the Swedish Brigade but this can be amended to suit the scenario. At Breitenfeld the Saxons were deployed separately and did not use the Swedish doctrines. The following year, at Lutzen, all the infantry, including the Saxons, were employed using the "Swedish Brigade." If this is the assumption allow all German Units to be "Swedish Brigades." Of course, the Swedish Brigade died with its King and after 1632 was no longer systematically used.

***For the early campaigns against the Poles Swedish cavalry should not have Shock: Trotters, Momentum and Pursuit CT +1. By the 1620s apply Shock as noted in the Army List.

****Up to 50% of the Light Foot musketeers may be used to create Light Supported Mixed Units: Commanded Muskets

Polish 17th century (1.0)

Brigades and Attached Generals: 6 Heavy Brigades

Army defeated with the loss of 9 Heavy Units Broken

Points: 251

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Haiduk	2-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Musket Missile Reliant	10
Heavy Foot: "German" Pike and Shot*	0-2	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike and Musket Momentum CT +1 See Special Rules for Pike and Shot Units	11
Heavy Cavalry: Hussars	2-4	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -1	10
Heavy Cavalry: Pancerni**	3-5	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance and Bow Mixed Unit	9
Heavy Cavalry (Pistols): "Germans"	0-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Pistol and Sword Gallopers	9
Light Cavalry: Cossacks	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Mounted	3	Bow 360 Not Missile Reliant	7
Light Foot	1-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Musketeers Missile Reliant	6
Light Cavalry: Kazaks	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted/Foot	3	Lance and Musket Operate as Dragoons but are not Missile Reliant when Mounted and may Shoot as Pistols/Carbines when Mounted.	7
Artillery	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Medium Missile Reliant	8
Artillery	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9

*Use of western organized pike and shot units increased after 1630. Referred to as "German," most of the rank and file were locally raised.

**Pancerni replace bows with pistols after 1650. Treat them as Heavy Cavalry (Pistols) – Gallopers.

Muscovy 17th century (1.0)

Brigades and Attached Generals: 6 Heavy Brigades

Army defeated with the loss of 9 Heavy Units Broken

Points: 254

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Streltzi	1-3	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Musket Missile Reliant	10
Heavy Foot: Cossacks	0-1	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Musket Missile Reliant	9
Heavy Foot: Cossacks	0-1	Medium: 6-12 [3]	Brittle: CCV 3	Close Order (Pike)	3	Pike	10
Heavy Foot: German Pike and Shot	0-1	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike and Musket Momentum CT +1 See Special Rules for Pike and Shot Units	11
Heavy Cavalry: Jiltzi	1-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1	9
Heavy Cavalry: Drujina	2-5	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Sword and Bow Heavy Mixed Unit Momentum	9
Heavy Cavalry: Retainers	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Massed Order Mounted	3	Bow Missile Reliant	7
Light Cavalry: Cossacks	1-4	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Mounted	3	Bow 360 Not Missile Reliant)	7
Light Foot	1-5	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Musketeers Missile Reliant	6
Artillery: Light Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7
Artillery: Field Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8
Artillery: Heavy Gun	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9

Ottoman Empire 17th century (1.0)

Brigades and Attached Generals: 6 Heavy Brigades

Victory Conditions: Army defeated with the loss of 8 Heavy Units Broken

Points: 254

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice	Notes	Points per Unit
Heavy Foot: Janissaries	1-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Musket Momentum CT +1	10
Heavy Foot: Regional Levy	1-4	Medium: 6-12 [3]	Brittle: CCV 3	Warrior Order Foot	3	Musket Missile Reliant	9
Elite Heavy Cavalry: Spahis of the Porte	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance and Bow Mixed Unit Well Armoured (-1 Shooting target)	10
Heavy Cavalry (Spahis etc)	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance and Bow Heavy Mixed Unit	9
Heavy Cavalry: Arabs etc.	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Massed Order Mounted	3 +2 Shock	Lance	8
Light Cavalry: (Akinji, Deli, etc.)	2-6	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Musketeers Missile Reliant	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Artillery: Heavy Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Heavy Missile Reliant	9
Artillery : Field Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8

Army List Group: English Civil War**English Civil War Royalist (1.0)**

Brigades and Attached Generals: 5 Heavy Brigades

Victory Conditions: Army defeated with the loss of 10 Heavy Units Broken

Points: 247

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice	Notes	Points per Unit
Heavy Foot: Pike and Shot*	2-5	6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike and Musket Momentum CT +1 See Special Rules for Pike and Shot Units	11
Heavy Foot: Pike and Shot*	2-5	6-12 [3]	Brittle: CCV 3	Close Order (Pike) Foot	3	Pike and Musket Momentum CT +1 See Special Rules for Pike and Shot Units	10
Heavy Cavalry (Pistols)	3-9	3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Pistol and Sword Momentum and Pursuit CT penalty -2 Gallopers	9
Light Foot*	0-4	3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Musket Missile Reliant	6
Light Cavalry: Dragoons	0-2	3-6 [2]	Brittle: CCV 3	Open Order Mounted/Foot	3	Musketeers when dismounted; may not fire mounted Missile Reliant	7
Artillery: Field Gun	0-1	3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8
Artillery: Light Gun	1-2	3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant May use Regimental Gun rules.	7

*Any 4 Pike and Shot Units must be defined as Heavy Mixed Units representing the low-percentage of musketeers in the Units (-1 in Shooting). This can be ignored for later battles if the scenario designer sees fit.

** Up to 50% of the Light Foot musketeers may be used to create Light Supported Mixed Units: Commanded Muskets

English Civil War Parliament (1.0)

Brigades and Attached Generals: 5 Heavy Brigades

Victory Conditions: Army defeated with the loss of 10 Heavy Units Broken

Points: 249

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice	Notes	Points per Unit
Heavy Foot: Pike and Shot	2-5	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike and Musket Momentum CT +1 See Special Rules for Pike and Shot Units	11
Heavy Foot: Pike and Shot	2-5	Medium: 6-12 [3]	Brittle: CCV 3	Close Order (Pike) Foot	3	Pike and Musket Momentum CT +1 See Special Rules for Pike and Shot Units	10
Heavy Cavalry (Pistols): Cuirassiers*	0-2	Medium: 3-6 [2]	Tough: CCV 5	Close Order Mounted	5	Pistol and Sword Trotters Momentum and Pursuit CT +1	10
Heavy Cavalry (Pistols)	3-8	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Pistol and Sword Trotters Momentum and Pursuit CT +1	8
Light Foot**	1-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Musket Missile Reliant	6
Light Cavalry: Dragoons	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted/Foot	3	Musketeers when dismounted; may not Shoot mounted Missile Reliant	7
Artillery: Field Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8
Artillery : Light Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant May use Regimental Gun rules.	7

*Cuirassiers Close Order Mounted Units become Unformed when they use both Movement Actions.

** Up to 50% of the Light Foot musketeers may be used to create Light Supported Mixed Units: Commanded Muskets

English Civil War Parliament (New Model Army) (1.0)

Brigades and Attached Generals: 6 Heavy Brigades

Victory Conditions: Army defeated with the loss of 10 Heavy Units Broken

Points: 248

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice	Notes	Points per Unit
Heavy Foot: Pike and Shot	3-7	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike and Shot Momentum CT +1 See Special Rules for Pike and Shot Units	11
Heavy Foot: Pike and Shot	0-3	Medium: 6-12 [3]	Brittle: CCV 3	Close Order (Pike) Foot	3	Pike and Shot Momentum CT +1 See Special Rules for Pike and Shot Units	10
Heavy Cavalry (Pistols)	4-9	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Pistol and Sword Gallopers	9
Light Foot*	0-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Musket Missile Reliant	6
Light Cavalry: Dragoons	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted/Foot	3	Musketeers when dismounted; may not Shoot mounted Missile Reliant	7
Artillery: Field Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8
Artillery : Light Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant May use Regimental Gun rules.	7

* Up to 50% of the Light Foot musketeers may be used to create Light Supported Mixed Units: Commanded Muskets

Pike and Shot Units with CCV 4 (Average) may Salvo.

Cavalry doctrines varied according to the commander. Scenario designers should feel free to make some of the Heavy Cavalry (Pistols) Trotters (no Shock) even into the later periods of the wars.

English Civil War Covenanter (1.0)

Brigades and Attached Generals: 5 Heavy Brigades

Victory Conditions: Army defeated with the loss of 10 Heavy Units Broken

Points: 255

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice	Notes	Points per Unit
Heavy Foot: Pike and Shot	2-5	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike and Musket Momentum CT +1 See Special Rules for P&S Units	11
Heavy Foot: Pike and Shot	2-5	Medium: 6-12 [3]	Brittle: CCV 3	Close Order (Pike) Foot	3	Pike and Musket Momentum CT +1 See Special Rules for P&S Units	10
Heavy Foot: Highlanders	0-2	Medium: 6-12 [3]	Brittle: CCV 3	Warrior Order Foot	3 +2	Sword	10
Heavy Cavalry (Pistols): Lancers	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Massed Order Mounted	3 +1 Shock	Pistol and Lances Gallopers	8
Heavy Cavalry (Pistols)	1-6	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Pistol and Sword Trotters Momentum and Pursuit CT +1	8
Light Foot*	1-5	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Musket Missile Reliant	6
Light Cavalry: Dragoons	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted/Foot	3	Musketeers when dismounted; may not fire mounted Missile Reliant	7
Artillery: Field Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Missile Reliant	8
Artillery : Light Gun	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant May use Regimental Gun rules.	7

* Up to 50% of the Light Foot musketeers may be used to create Light Supported Mixed Units: Commanded Muskets

English Civil War Scots Royalists: Montrose (1.0)

Brigades and Attached Generals: 5 Heavy Brigades

Victory Conditions: Army defeated with the loss of 10 Heavy Units Broken

Points: 248

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice	Notes	Points per Unit
Irish Heavy Foot: Pike and Shot	0-2	Medium: 6-12 [3]	Tough: CCV 5	Close Order (Pike) Foot	5	Pike and Musket Momentum CT +1 See Special Rules for P&S Units	12
Irish Heavy Foot	2-6	Medium: 6-12 [3]	Tough: CCV 5	Warrior Order Foot	5 +2	Musket and 2-handed sword Not Missile Reliant May Salvo	12
Heavy Foot: Gordon's Foot	0-1	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Musket	9
Heavy Foot: Highlanders	2-5	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2	Sword	11
Heavy Foot: Highlanders	0-1	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2	Sword and Bow Mixed Unit	11
Heavy Cavalry (Pistol)	0-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Pistol and Sword Trotters Momentum and Pursuit CT +1	8
Light Foot	1-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Musket	6
Light Cavalry: Dragoons	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted/Foot	3	Musketeers when dismounted; may not fire mounted Missile Reliant	7
Artillery: Light Gun	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Missile Reliant	7