

IMPETVS

MEDIEVAL AND RENAISSANCE

BETA LISTS

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since last version: Later Anglo-Saxon list revised

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JUSTINIAN BYZANTINES (493-575 AD) - last review: 11 February 2013

(VOLUME 13)

CS: Average (12 pts) or Good (20pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
0-5	CM- Boukellarioi (*)	10	6	3	A	3	37	Comp. bow C
4-14	CL- Kavallarioi (*)	12	3	1	B	1/3	25	Comp. bow B
OR ALL	CM - Kavallarioi (*)	10	5	1	B	3	29	Comp. bow B
OR ALL	CM - Kavallarioi (*)	10	6	2	B	3	31	Comp. bow C
2-8	FP - Skoutatoi (*)	5	4	1	B	2/3	17	Long Spear
+	T - Supporting Archers	6	4	0	B	1	14	Short bow A
0-6	FL - Isaurians, Armenians or Slavs	8	4	1	C	2	14	Javelin
OR	S - Isaurians, Armenians or Slavs	8	2	0	B	1	12	Short bow B
0-2	CL - Moors	12	3	1	B	1	21	Javelin
0-4	CP - German auxiliaries	10	6	3	C	2	21	Impetuous
OR	FP - Dismounted German auxiliaries	5	6	2	C	2	20	
0-6	FP - Levies	5	3	1	C	1	7	
0-2	CL - Hun Mercenaries	12	4	1	B	2	27	Comp. bow B
0-2	ART - Artillery	0	1	0	B	1	15	Art B

NOTES AND OPTIONS. You can upgrade up to 1/2 deployed Kavallarioi CL to VBU=4. Final cost 27 pts per Unit. Skoutatoi must form Large Units with supporting archers. These archer fire without -2 penalty. You can form up to 4 Large Units.

German auxiliary CP can always dismount as FP.

ITALIAN OSTROGOTHS (493-561 AD) - last review: 11 February 2013

(VOLUME 13)

CS: Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
8-20	CP- Ostrogoth Nobles (*)	10	6	3	C	3	21	Impetuous
dism. as	FP- Foot nobles (*)	5	6	2	C	3	20	
6-12	T - Archers	6	3	0	C	1	11	Short bow A
OR	S - Archers	8	2	0	B	1	12	Short bow B
0-1	CL - Hun mercenaries	12	4	1	B	2	27	Comp. bow B
0-2	FP - Italian infantry	5	3	1	C	1	7	
0-1	CL - Byzantine deserters	12	3	1	B	1	25	Comp. bow B
OR	CM - Byzantine deserters	10	5	1	B	2	29	Comp. bow B
0-1	BURGUNDIAN ALLIES							
1-4	CP - Burgundian Nobles	10	6	3	C	3	21	Impetuous
OR	FP - Burgundian Nobles	5	6	2	C	3	20	
1-4	FP - Burgundian Warriors (*)	5	4	4	C	2/3	12(9)	Impetuous
0-2	S - Archers	8	2	0	B	1	12	Short bow B

NOTES AND OPTIONS. T and S Ostrogoths archers can shoot over Ostrogoths Foot without -2 penalty.

You can upgrade up to 50% of deployed Burgundian warriors to veterans with VBU=5 at 19pts each.

Burgundian warriors can form Large Units.

TIBETANS (560-1065 AD) - last review: 11 February 2013

(VOLUME 22)

CS: Average (12 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
4-16	CP- Tibetan Nobles (*)	10	5	3	B	3	27(20)	Comp. bow C
0-8	FP- Garrison spearmen (*)	5	4	1	B	2/3	17	Long Spear
0-6	T - Garrison archers	6	3	0	B	1	16	Short Bow A
0-4	FL - Himalayan Warriors	8	4	2	C	1	12	
0-4	S - Nomads	8	2	0	B	1	12	Short bow B
0-2	S - Nomads	8	2	0	B	1	12	Javelin
0-2	CL - Uighur or Turkish Mercenaries	12	4	0	B	2	24	Comp. Bow bow B
0-1	CH'ANG OR SUMPA ALLIES							
0-2	CM - Nobles	10	5	2	B	3	30	Comp. Bow B
0-6	CL - Horse Archers	12	3	1	B	2	25	Comp. Bow B
0-1	NEPALESE ALLIES							
3-6	CM - Nobles (*)	10	5	2	B	3	30	Comp. Bow B
0-4	FL - Nepalese swordsmen	8	5	2	C	2	16	
0-2	S - Nepalese Archers	8	2	0	B	1	12	Short Bow B

NOTES AND OPTIONS. Tibetan Nobles can form Large Units. If they form Large Units only the rear rank can fire. You can upgrade one or more Units of Garrison Archers to VBU=4. Final cost is 18pts per Unit.

KHMER (VI-XIV Cent.) - last review: 11 February 2013 (checked)

(VOLUME 22)

CS: Average (12 pts) or Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
1-3	EL- Elephants (*)	8	5	5	C	1/3	22	
0-2	CM- Cavalry (*)	10	4	1	B	1/3	18	
4-8	FP- Long Shield Foot (*)	5	5	1	B	2/3	21	Long Spear
0-4	FP - Small Shield Foot	5	4	1	B	1	14	
4-12	FL - Unarmoured Foot	8	4	1	B	1	16	
2-8	S - Archers	8	2	0	B	1	12	Short bow B
OR	T - Archers	6	3	0	C	1	11	Short Bow A
0-2	S - Crossbowmen	8	2	0	B	1	12	Crossbowmen B
0-1	ART - Artillery	2	1	0	B	1	20	Art A
0-1	THAI ALLIES							
0-1	CM - Cavalry (*)	10	5	1	B	3	22	
0-4	FL - Warriors (*)	8	4	4	C	1/3	12(9)	Impetuous

NOTES AND OPTIONS. You can upgrade 1 CM Unit to Guard with VBU=5. Final cost is 22.

Archers (both S or T) can shoot indirect fire over Long Shield Foot without -2 penalty.

Artillery can be used only from XII Cent.

Light Artillery was also carried on Elephants, so from XII Cent. you can provide 1 El Unit with Various Weapons.

Final cost is 25 pts.

You can upgrade one or more Units of Elephants with escort (VBU=6 and Various Weapons) at 31pts per Unit.

Thai Warriors can form Large Units.

SUI DYNASTY CHINESE (581-618 AD) - last review: 11 February 2013

(VOLUME 22)

CS: Average (12 pts) or Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
1-4	CP- Cataphracts (*)	8	6	3	B	3	28	
1-4	CM- Cavalry (*)	10	5	2	B	3	30	Comp bow B
1-4	CL- Light Cavalry	12	3	0	B	1	22	Comp bow B
0-2	CL - Tribal Light Cavalry	12	4	1	B	2	27	Comp bow B
1-8	FP - Regular Spearmen/Halberdiers (*)	5	5	3	B	2/3	22	Long Spear
1-8	T - Regular Archers	6	4	0	B	2	18	Short bow A
OR	T - Regular Crossbowmen	6	4	0	B	2	21	Crossbow A
0-4	FL - Tribal Foot	8	4	4	C	1	12(9)	Impetuous
0-2	T - Tribal Archers	6	3	0	C	1	11	Short Bow A
OR	T - Tribal Crossbowmen	6	3	0	C	1	14	Crossbow A
OR	S - Tribal Archers	8	2	0	C	1	7	Short Bow B
OR	S - Tribal Crossbowmen	8	2	0	C	1	7	Crossbow B
0-4	S - Archers	8	2	0	B	1	7	Short Bow B
OR	S - Crossbowmen	8	2	0	B	1	12	Crossbow B
0-12	FP - Peasants	5	3	1	C	1	7	
0-2	ART - Heavy Artillery	0	1	0	B	1	20	Art C
0-2	ART - Light Artillery	3	1	0	B	1	15	Art B
0-12	FOR - Wagons or Palisade	-	-	-	-	-	5	

NOTES AND OPTIONS. Cataphracts with General not Incompetent or Coward can be upgraded to VBU=7, final cost is 35pts per Unit.

Regular FP, T and S units maybe fielded as 'C' class representing ill trained troops. -5 points per unit.

Only 'B' class FP Foot may form Large Units with Supporting Archer/Crossbowmen (with D=B). If any do so then all must.

The reduced cost of supporting Archers is 14pts. The reduced cost of Crossbowmen is 16pts. T must form the rear rank and can fire without -2 penalty.

Tribal Warriors can form Large Units.

LATE TANG CHINESE (755-907 AD) - last review: 11 February 2013

(VOLUME 22)

CS: Poor (0 pts) or Average (12pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
0-2	CM- Elite Cavalry (*)	10	6	2	B	3	32	Comp. bow C
1-4	CM- Cavalry (*)	10	5	2	B	3	30	Comp. bow B
0-3	CL- Light Cavalry	12	3	0	B	1	22	Comp. bow B
2-16	FL- Swordsmen (*)	6	5	3	B	2/3	20	
+	T - Supporting archers	6	4	0	B	2	12	Short bow A
0-12	FL - Irregular or tribal foot	8	4	2	C	1	12	
0-12	T - Irregular Archers	6	4	0	C	1	13	Short bow A
OR	T - Irregular Crossbowmen	6	4	0	C	1	16	Crossbow A
0-4	S - Archers	8	2	0	B	1	12	Short Bow B
OR	S - Crossbowmen	8	2	0	B	1	12	Crossbow B
0-2	FL - Anti cavalry foot	8	5	1	B	1	21	Long spear
0-2	ART - Light artillery	3	1	0	B	1	15	Art B
0-1	ART - Heavy artillery	0	1	0	B	1	20	Art C
0-12	FOR - Palisades	-	-	-	-	-	5	

NOTES AND OPTIONS. When the Tang Empire collapsed this was splitted into the 5 Dynasties of the North and the 10 Kingdom of the South: this list also covers the 10 Kindoms armies.

Swordsmen and Supporting Archers must form Large Units (max 8 Large Units).

Supporting Archers form the rear ranks and shoot without -2 penalty.

Anti cavalry foot is classed as with Long Spear to nullify impetus of cavalry.

SHATUO RULED HEDONG (883-907 AD) - last review: 11 February 2013

(VOLUME 22)

CS: Average (12pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
2-8	CM- Elite Cavalry (*)	10	6	2	B	3	32	Comp. bow C
2-10	CM- Cavalry (*)	10	5	2	B	3	30	Comp. bow B
2-10	CL- Light Cavalry	12	3	0	B	1	22	Comp. bow B
0-8	FL - Irregular or tribal foot	8	4	2	C	1	12	
0-8	T - Irregular Archers	6	4	0	C	1	13	Short bow A
OR	T - Irregular Crossbowmen	6	4	0	C	1	16	Crossbow A
0-4	S - Archers	8	2	0	B	1	12	Short Bow B
OR	S - Crossbowmen	8	2	0	B	1	12	Crossbow B
0-2	FL - Anti cavalry foot	8	5	1	B	1	21	Long spear
0-2	ART - Light artillery	3	1	0	B	1	15	Art B

NOTES AND OPTIONS. Shatuo Turks were nomads that ruled the Chinese Hedong province.

FIVE DYNASTIES CHINESE (907-960 AD) - last review: 11 February 2013

(VOLUME 22)

CS: Poor (0 pts) or Average (12pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
2-8	CM- Elite Cavalry (*)	10	6	2	B	3	32	Comp. bow C
0-4	CM- Cavalry (*)	10	5	2	B	3	30	Comp. bow B
0-3	CL- Light Cavalry	12	3	0	B	1	22	Comp. bow B
2-8	FL- Swordsmen (*)	6	5	3	B	2/3	20	
+	T - Supporting archers	6	4	0	B	2	12	Short bow A
0-8	FL - Irregular or tribal foot	8	4	2	C	1	12	
0-8	T - Irregular Archers	6	4	0	C	1	13	Short bow A
OR	T - Irregular Crossbowmen	6	4	0	C	1	16	Crossbow A
0-4	S - Archers	8	2	0	B	1	12	Short Bow B
OR	S - Crossbowmen	8	2	0	B	1	12	Crossbow B
0-2	FL - Anti cavalry foot	8	5	1	B	1	21	Long spear
0-2	ART - Light artillery	3	1	0	B	1	15	Art B
0-1	ART - Heavy artillery	0	1	0	B	1	20	Art C
0-12	FOR - Palisades	-	-	-	-	-	5	

NOTES AND OPTIONS. Swordsmen and Supporting Archers must form Large Units (max 4 Large Units).

Supporting Archers form the rear ranks and shoot without -2 penalty.

Anti cavalry foot is classed as with Long Spear to nullify impetus of cavalry.

MEDIEVAL BURMESE (XI-XVI Cent.) - last review: 11 February 2013 (checked)

(VOLUME 22)

CS: Poor (0 pts) or Average (12pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
2-6	EL- Elephants with escort (*)	8	6	5	C	3	31	various
0-2	CM- Guard Cavalry (*)	10	5	2	B	3	23	
2-6	CM- Levy Cavalry	10	4	1	C	1	13	
OR	CL- Levy Cavalry	12	3	1	B	1	21	Javelin
0-2	FP - Guard Spearmen (*)	5	5	1	B	2/3	21	Long Spear
0-2	T - Guard Archers	6	4	0	B	2	18	Short bow A
OR	T - Guard Crossbowmen	6	4	0	B	2	21	Crossbow A
6-16	S - Dynastic Archers	8	2	0	B	1	12	Short bow or X-bow B
OR	T - Dynastic Archers	6	3	0	B	1	16	Short Bow A
OR	T - Dynastic Crossbowmen	6	3	0	B	1	19	Crossbow A
4-12	FL - Militia spearmen	5	4	1	C	1	11(8)	
0-8	FL - Shan spearmen	5	4	1	C	1	14(11)	Long Spear
0-1	THAI ALLIES							
0-1	CM - Cavalry (*)	10	5	1	B	3	22	
0-4	FL - Warriors (*)	8	4	4	C	1/3	12(9)	Impetuous

NOTES AND OPTIONS. Guard Spearmen, Shan Spearmen and Militia Spearmen can form Large Units with troops of

the same kind. FL with Long Spear nullify impetus bonus of impetuous mounted troops.
Thai warrior can form Large Units.

LATER SASSANID (531-627 AD) - last review: 29 November 2013

(VOLUME 13)

CS: Average (12 pts) or Good (20pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
0-6	CM- Pushtigbhan and Zhayedan (*)	10	6	3	A	3	37	Comp. bow C
6-18	CM- Savaran (*)	10	6	1	B	3	31	Comp. bow C
OR	CM - Savaran (*)	10	5	1	B	3	29	Comp. bow B
0-3	CL - Nomads	12	3	0	B	1	22	Comp. bow B
0-6	FP - Militia (*)	5	4	1	C	1/3	9	
OR	FP - Militia (*)	5	3	1	C	1/3	7	
0-4	T - Archers	6	4	0	B	2	18	Short bow A
or	S - Archers	8	2	0	B	1	12	Short bow B
0-2	S - Slingers	8	2	0	B	1	12	Sling
0-4	FL - Daylami	8	4	1	B	2	19	Javelin
OR	FP - Daylami Royal Guard (*)	8	5	2	B	2/3	19	
0-3	EL - Elephants	8	6	5	C	2	28	
0-1	CL - Hephtalite mercenaries	12	4	1	B	2	27	Comp. bow B
0-1	CL - Arab mercenaries	12	4	0	B	2	20	Javelin

ARAB CONQUEST (622-660 AD) - last update: 16 March 2015

(VOLUME 12)

CS: Poor (0 pts) or Average (12pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
0-10	CM- Jund (*)	10	5	2	C	3	18	
OR	CM- Jund (*)	10	5	2	B	3	23	
0-4	CL- Raiders (* not CiC)	12	4	1	B	1/3	23	Javelin
0-1	CL - Nomads	12	3	1	B	1	21	Camel
0-3	CL- Nomads	12	3	0	B	1	18	Javelin
8-24	FP - Warriors(*)	5	5	4	C	2/3	17(13)	Impetuous
0-6	T - Archers	6	4	0	C	1	13	Short Bow A
OR	S - Archers	8	2	0	B	1	12	Short bow B
0-2	S - Slingers	8	2	0	B	1	12	Sling
0-4	S - Javelinmen	8	2	0	B	1	12	Javelin
0-1	FL - Dailami	8	4	1	B	2	19	Javelin
0-1	CM - Asawira	10	6	1	B	3	35	Composite Bow B

NOTES AND OPTIONS. Warriors can form Large Units.

All foot can be provided with mounts at an additional cost of 1 pts per Unit. Mounts allow these troops to move 10U (per phase) in their first activation.

You can upgrade one ore more Units of Javelinmen to VBU=3. Final cost is 14pts per Unit.

You can upgrade Generals not Incompetent or Coward on CM with D=B to VBU=6. Final cost 29pts.

EARLY LOMBARDS (490-584 AD) - last review: 11 February 2013

(VOLUME 13)

CS: Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
4-12	CP- Nobles (*)	10	6	4	C	3	22	Impetuous
6-18	CP - Followers	10	5	2	C	2	16	
OR	FP- Followers (*)	5	4	4	C	2/3	12(9)	Impetuous
0-3	CL - Bulgar Light Cavarly (* not CiC)	12	3	1	B	1/3	25	Comp. bow B
4-16	T- Archers	6	3	0	C	1	11	Short bow A
OR	S - Archers	8	2	0	B	1	12	Short bow B
0-6	FOR- Fortifications	-	-	-	-	-	5	

NOTES AND OPTIONS. You can upgrade to VBU=5 up to 50% of deployed FP. The final cost is 16pts per Unit. Followers FP can form Large Units.

You can form up to 2 Large Units with Nobles CP (front) and Followers CP (rear).

In this case Followers become impetuous and their cost drops to 12 pts per Unit.
A Bulgar general can only command Bulgar troops.

LOMBARDS IN ITALY (584-774 AD) - last review: 11 February 2013

(VOLUME 14)

CS: Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
4-12	CP- Nobles (*)	10	6	4	C	3	22	Impetuous
6-16	CP - Followers	10	5	2	C	2	16	
0-6	FP- Italian militia	5	4	1	C	1	12	Long Spear
0-2	CL - Bulgars or Avars (*)	12	3	1	B	1/3	25	Comp. bow B
4-12	T- Archers	6	4	0	C	1	13	Short bow A
OR	S - Archers	8	2	0	B	1	12	Short bow B

NOTES AND OPTIONS. This list covers Lombards from the definitive settlement in Italy until the defeat by Franks.
You can form up to 2 Large Units with Nobles CP (front) and Followers CP (rear).

In this case Followers become impetuous and their cost drops to 12 pts per Unit.

CHARLES MARTEL'S FRANKS (715-741 AD) - last review: 11 February 2013

(VOLUME 14)

CS: Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
4-18	CP- Caballarii (*)	10	6	3	C	3	21	Impetuous
0-4	CP - Swabian, Bavarians and Thuringians	8	5	2	C	2	16	
2-12	FP - Foot (*)	5	4	1	C	2/3	9	
0-4	S - Archers	8	2	0	B	1	12	Short bow B
0-6	FP - Peasants	5	3	1	C	1	7	

NOTES AND OPTIONS. This list also covers the period of the Civil Wars (715-718 AD) between Neustrians and Austrasians.

CHARLEMAGNE'S FRANKS (768-814 AD) - last review: 11 February 2013

(VOLUME 14)

CS: Average (12 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
0-4	CP- Imperial Household (*)	10	6	3	B	3	30	
4-16	CP- Caballarii (*)	10	6	3	C	3	21	Impetuous
0-4	CP - Swabian, Bavarians and Thuringians	8	5	2	C	2	16	
2-12	FP - Foot(*)	5	4	1	C	2/3	9	
0-4	S - Archers	8	2	0	B	1	12	Short bow B
0-4	FP - Peasants	5	3	1	C	1	7	
0-1	S - Crossbowmen	8	2	0	B	1	12	Crossbow B

OLD SAXONS AND BAVARIANS (VII-VIII Cent. AD) - last review: 11 February 2013

(VOLUME 14)

CS: Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
2-10	FP- Nobles (*)	5	6	4	C	3	25	Impetuous - Francisca
8-30	FP - Followers (*)	5	5	4	C	2/3	16(12)	Impetuous
0-4	S - Archers	8	2	0	C	1	7	Short bow B
0-2	S - Javelinmen	8	2	0	C	1	7	Javelin

NOTES AND OPTIONS. Followers can form large Units.

Francisca was a throwing axe. Use the same rules as for pilum.

Nobles cannot form Large Units.

Nobles can be provided with mounts at an additional cost of 1 pts per Unit.

Mounts allow these troops to move 10U (per phase) in their first activation.

LATER ANGLO-SAXONS (700-1016 AD) - last review: July 7 2016

CS: Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
10-34	FP-Hird & Selected Fyrd (*)	5	5	2	C	2/3	17(13)	L. Spear/Shieldwall
0-24	FP-Great Fyrd	5	4	1	C	1	9(7)	
0-4	S-Archers	8	2	0	C	1	7	Short Bow B
0-2	S-Slingers	8	2	0	C	1	7	Sling
0-2	S-Javelinmen	8	2	0	C	1	7	Javelin

NOTES AND OPTIONS.

You can upgrade to VBU=6 and I=2 FP Units including a General (not if incompetent or coward). Final cost 23pts per Unit. FP can form Large Units with Unit of the same kind.

VOLGA BULGARS (675-1237 AD) - last review: 11 February 2013

(VOLUME 14)

CS: Poor (0 pts) or Average (12 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
4-8	CM- Cavalry (*)	10	6	2	B	3	29	
OR	CM- Cavalry (*)	10	6	2	C	3	24	
0-2	CL - Light Cavalry (*)	12	3	1	B	1/3	25	Compo bow B
2-6	FP - Town Militia	5	4	1	C	1	9	
0-6	T - Auxiliary archers	6	3	0	C	1	7	Short bow A
OR	S - Archers	8	2	0	B	1	12	Short bow B
0 OR 2-6	CL - Nomad allies (* not CiC)	12	3	1	B	1/3	25	Comp. bow B
0-1	FOREST PEOPLES ALLIES							
1-2	CM - Cavalry (*)	10	6	2	C	3	24	
2-6	FL - Warriors	8	4	1	B	2	19	Javelin
OR ALL	FL - Warriors	8	4	4	C	2	12(9)	Impetuous
0-6	T - Auxiliary archers	6	3	0	C	1	7	Short bow A
OR	S - Archers	8	2	0	B	1	12	Short bow B

NOTES AND OPTIONS. With the Nomad allies you can use none, but if you use any, you have to use at least two.

You can upgrade to VBU=4 and VD=2 up to half deployed Nomad CL. Final cost 27pts per unit.

Forest tribes allies: some tribes had infantry with a reputation for being more ferocious than others, apparently the Ugrians were considered fierce. So if you have the Impetuous warriors, your allies are Ugrians.

Only one of the two types of warriors can be used in the same army.

You can upgrade up to half deployed Ugrian warriors to VBU=5. Final cost 16pts per Unit.

RUS (860-1054 AD) - last review: 11 February 2013 (checked)

(VOLUME 14)

CS: Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
1-4	FP- Druzhina (*)	5	6	3	B	3	26	
OR	CM - Mounted Druzhina (*)	10	5	2	B	3	23	
1-5	CL - Mercenary horse archers	12	3	0	B	1	22	Comp bow B
0-6	FL - Slav Javelinmen	8	4	1	B	1	19	Javelin
8-20	FP - Russ spearmen (*)	5	4	2	B	1/3	18(14)	Long Spear
1-6	S - Archers	8	2	0	B	1	12	Short Bow B

NOTES AND OPTIONS. Russ spearmen can form large Units.

You can upgrade to VBU=5 and VD=2 (veterans) up to 50% of deployed spearmen. The new cost is 21 pts.

Veterans can form the front rank of Large Units.

You can upgrade up to 50% of deployed Cl to VBU 4 and VD=2. The new cost is 24pts. Spearmen can be provided with mounts at an additional cost of 1 pts per Unit.

Mounts allow these troops to move 10U (per phase) in their first activation.

AVARS (VII-IX Cent. AD) - last review: 11 February 2013

(VOLUME 11)

CS: Average (12 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
4-18	CM- Avar Nobles (*)	10	6	2	B	3	32	Comp. bow C
OR	CM- Avar Nobles (*)	10	5	1	B	3	29	Comp. bow B
2-16	CL- Avar or Bulgar Skirmishers (*)	12	4	1	B	2/3	27	Comp. bow B
2-12	FL - Slav Javelinmen	8	4	1	B	1	19	Javelin
0-4	S - Slav Archers	8	2	0	B	1	12	Short Bow B
0-1	CP - Gepid Cavalry	10	6	3	C	3	21	Impetuous

LATER VISIGOTHIC (622-718 AD) - last review: 11 February 2013

(VOLUME 14)

CS: Poor (0 pts) or Average (12 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
2-6	CM- Bucellarii (*)	10	5	2	C	3	18	
4-12	CM - Gardingi	10	4	1	C	2	12	
0-4	CL- Bascones Cavalry	12	3	1	C	1	16	Javelin
4-12	FP - Spearmen (*)	5	5	1	C	2/3	16	Long Spear
0-4	FP- Romans	5	5	1	B	2	21	Long Spear
4-18	T - Peasant Archers	6	4	0	C	1	13	Short bow A
OR	S- Peasant Archers	8	2	0	B	1	12	Short bow B
0-1	S - Javelinmen	8	2	0	B	1	12	Javelin
OR	S- Slingers	8	2	0	B	1	12	Sling

EARLY NORTH AFRICAN DYNASTIES (969-1160 AD) - released: 17 March 2015

(VOLUME 12)

CS: Poor (0 pts) or Average (12pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
2-10	CM- Berber Lancers (*)	10	6	3	C	3	25	
OR	CM- Berber Lancers (*)	10	5	2	C	2/3	18	
4-24	CL- Berber Light Cavalry (*)	12	3	1	B	1/3	21	Javelin
0-12	FP - Spearmen (*)	5	4	1	B	1/3	17	Long Spear
2-12	S - Archers	8	2	0	B	1	12	Short Bow B
OR	T- Archers	6	3	0	C	1	12	Short Bow A
0-12	FL - Berber Javelinmen	8	3	1	C	1	12	Javelin
OR	S- Berber Javelinmen	8	2	0	B	1	12	Javelin
0-2	S - Slingers	8	2	0	B	1	12	Sling

NOTES AND OPTIONS. Spearmen can form Large Units with T Archers. They can perform indirect fire without -2 modifier. You can upgrade one or more Units of CL if including a General (not incompetent or coward) to VBU=4 and VD=3. Final cost 23pts per Unit.

ASTUR-LEONESE (718-1037 AD) - last update: 16 March 2015

(VOLUME 18)

CS: Poor (0 pts) or Average (12pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
4-16	CP- Hidalgos and Foreign Knights (*)	10	6	3	C	3	21	Impetuous
2-4	CM- Lower Hidalgos and Caballeros Villanos	10	5	2	C	2	18	
0-4	CL- Light cavalry	12	3	1	C	1	16	Javelin
0-10	FP - Levy foot (*)	5	5	1	C	1	16	Long Spear
2-12	S- Archers	8	2	0	B	1	12	Short bow B
OR	T- Archers	6	4	0	C	1	13	Short bow A
0-2	T- Crossbowmen	6	4	0	C	1	9	Crossbow B
4-30	S- Javelinmen	8	2	0	B	1	12	Javelin
0-2	S- Slingers	8	2	0	B	1	12	Sling

NOTES AND OPTIONS. FP can form Large Units with T Archers. They fire with no -2 penalty. Crossbowmen can be used only after 1000AD.

EARLY ANDALUSIANS (710-765 AD) - last review: 11 February 2013

(VOLUME 14)

CS: Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
2-6	CM- Arab Cavalry (*)	10	5	2	C	3	18	
0-4	CM- Syrian Jund (*)	10	5	2	B	2/3	23	
4-16	CL- Andalusian or Berber Cavalry (*)	12	3	1	B	1/3	21	Javelin
0-12	FP - Andalusian foot (*)	5	4	1	B	1/3	17	Long Spear
2-12	S - Archers	8	2	0	B	1	12	Short Bow B
OR	T- Archers	6	3	0	C	1	12	Short Bow A
8-30	FL - Berber Javelinmen	8	3	1	C	1	12	Javelin
OR	S- Berber Javelinmen	8	2	0	B	1	12	Javelin
0-8	S - Slingers	8	2	0	B	1	12	Sling

NOTES AND OPTIONS. Andalusian Foot can form Large Units with T Archers. They can perform indirect fire without -2 modifier.

You can upgrade one Unit of CL if including a General to VBU=4. Final cost 23pts per Unit.

MIDDLE ANDALUSIANS (765-960 AD) - last update: 17 March 2015

(VOLUME 18)

CS: Poor (0 pts) or Average (12pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
4-16	CM- Andalusian Cavalry (*)	10	5	2	B	2/3	23	
0-1	CP- Christian mercenaries	10	6	3	B	3	28	
0-6	CL- Berber Mercenary Cavalry (*)	12	3	1	B	1/3	21	Javelin
0-1	CL- Horse Archers	12	3	1	B	1	25	Comp. bow B
0-4	FP - Negro Guard Spearmen (*)	5	5	1	B	3	21	Long Spear
0-12	FP - Andalusian foot (*)	5	4	1	B	1/3	17	Long Spear
2-12	S - Archers	8	2	0	B	1	12	Short Bow B
OR	T- Archers	6	3	0	C	1	12	Short Bow A
0-20	FL - Berber Javelinmen	8	3	1	C	1	12	Javelin
OR	S- Berber Javelinmen	8	2	0	B	1	12	Javelin
0-12	S - Slingers	8	2	0	B	1	12	Sling

NOTES AND OPTIONS. Andalusian Foot can form Large Units with T Archers. They can perform indirect fire without -2 modifier.

You can upgrade CM with Generals (not incompetent or coward) to VBU=6, final cost 29pts per Unit.

You can upgrade one or more Units of Berber Mercenary Cavalry to VBU=4 and VD=2. Final cost 23pts per Unit.

EARLY NAVARRESE (824-1035 AD) - last review: 11 February 2013

(VOLUME 18)

CS: Poor (0 pts) or Average (12pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
1-4	CP- Navarrese Nobles (*)	10	5	2	B	3	23	
0-3	CL- Light cavalry	12	3	0	B	1	18	Javelin
6-24	S- Bascons (*)	8	2	0	B	1/3	12	Javelin
OR	FL- Bascons (*)	8	4	1	C	1/3	14	Javelin
2-10	FP- Spearmen (*)	5	5	1	B	2/3	21	Long Spear
0-4	S- Archers	8	2	0	B	1	12	Short bow B
OR	T- Archers	6	3	0	C	1	11	Short bow A
0-2	S- Slingers	8	2	0	B	1	1	Sling

NOTES AND OPTIONS. You can upgrade to VBU=6 and I=3 CP Units including a General (not if incompetent or coward). Final cost 30pts per Unit.

You can upgrade up to 50% of deployed S with javelin to VBU=3. Final cost 14pts per Unit.

You can upgrade up to 50% of deployed FL to VBU=5, VD=2 and no javelin. Final cost 15 pts per Unit.

EARLY MAYA 600-988 AD - last review: 25 August 2014

(VOLUME 31)

CS= Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
0-4	FL- Elite (*)	8	5	4	C	3	21	Various weapons
8-36	FL - Warriors	8	4	1	C	1	14	Various weapons
0-12	S - Slingers	8	2	0	C	1	7	Sling
0-2	S - Scouts	8	2	0	C	1	7	Various weapons

NOTES AND OPTIONS. You can upgrade up to 50% of deployed warriors to VBU=5 and I=2 at 20pts per Unit.

Special rule. Due to human sacrifices this armies can buy up to 6 Destiny rolls.

MIDDLE MAYA 989-1461 AD - last review: 25 August 2014

(VOLUME 31)

CS= Poor (0 pts) or Average (12 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
2-8	FL - Toltec or Itza Nobles (*)	8	5	4	B	3	23	
OR	FL - Toltec or Itza Nobles (*)	8	5	4	C	3	18	
0-8	FL- Elite (*)	8	5	4	C	3	21	Various weapons
8-36	FL - Warriors	8	4	1	C	1	14	Various weapons
0-8	S - Slingers	8	2	0	C	1	7	Sling
0-2	S - Scouts	8	2	0	C	1	7	Various weapons
0-4	T - Toltec-Chichimec mercenaries	6	3	0	B	1	16	Short Bow A

NOTES AND OPTIONS. Archers T can shoot over FL with no penalty for indirect fire.

Special rule. Due to human sacrifices this armies can buy up to 6 Destiny rolls.

LATER EMISHI (VIII-XI Cent. AD) - last review: 11 February 2013

(VOLUME 22)

Average (12 pts) or Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
0-2	CM- Nobles (*)	10	5	3	B	3	31	Comp. bow B
8-18	CL- Horse Archers (*)	12	4	2	B	3	28	Comp. bow B
0-6	FL - Tribal Warriors	8	4	2	C	1	10	Impetuous
0-12	S - Hunters	8	2	1	B	1	15	Short bow B

NOTES AND OPTIONS. You can upgrade up to 2 Units of Hunters to Marksmen with Short Bow A and I=0 . Final cost 16pts per Unit.

You can downgrade one or more Units of CL to VBU=3 and I=1. Final cost 25pts per Unit.

FL cannot form large Units.

TARTARS (XIII-XV Cent.) - last review: 11 February 2013

(VOLUME 21)

CS: Average (12pts) or Good (20 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
0-4	CM- Elite Cavalry (*)	10	6	2	B	3	32	Comp. bow C
4-12	CM- Cavalry (*)	10	5	2	B	3	30	Comp. bow B
OR	CL - Cavalry (*)	12	4	1	B	3	27	Comp. bow B
0-1	S - Naffatun	8	2	0	C	1	7	Various weapons
0-6	T - Auxiliary Archers	6	3	0	C	1	11	Comp. Bow A

LATE ANGLO-IRISH (XIV Cent.) - last review: 11 February 2013

(VOLUME 23)

CS: Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
0-1	CP- Justiciar's Men at Arms (*)	8	7	4	B	3	36	
0-2	CP- Anglo-Irish Men at Arms (*)	8	6	3	B	3	28	
2-8	CM - Anglo-Irish Heavy Cavalry	10	5	2	C	2	21	Javelin
0-1	CM - Hobilars	10	4	1	B	1	18	
0-3	CL - Irish Light Horse (*)	6	3	0	B	2/3	19	Javelin
4-10	T - Colonist Archers	6	3	0	B	1	16	Longbow B
4-16	FL - Bonnachts	8	4	1	C	2	14	Javelin
0-6	FP - Galloglauch (*)	5	5	2	C	2/3	14	
0-1	S - Irish bowmen	8	2	0	B	1	12	Short Bow B
2-12	S - Kerns	8	2	0	B	1	12	Javelin

NOTES AND OPTIONS. You can upgrade one or more Units of Irish Light Horse to VBU=4. Final cost 21 pts per Unit.

You can upgrade up to 2 Units of Colonist Archers to VBU=4. Final cost 18 pts per Unit.

You can upgrade one or more Units of Kerns to VBU=3. Final cost 14 pts per Unit.

IRISH (XIV Cent.) - last review: 11 February 2013

(VOLUME 23)

CS: Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
0-2	CM - Irish Heavy Cavalry (*)	10	5	2	C	2/3	21	Javelin
1-4	CL - Irish Light Horse (*)	6	3	0	B	2/3	19	Javelin
3-16	FP - Galloglauch (*)	5	5	2	C	2/3	14	
4-24	FL - Bonnachts	8	4	1	C	2	14	Javelin
6-20	S - Kerns	8	2	0	B	1	12	Javelin
0-4	FP - Levy	5	3	1	C	1	7	
0-3	S - Irish bowmen	8	2	0	B	1	12	Short Bow B

NOTES AND OPTIONS. You can upgrade one or more Units of Irish Light Horse to VBU=4. Final cost 21 pts per Unit.

You can upgrade up to 2 Units of Galloglauch to VBU=6. Final cost 20 pts per Unit.

You can upgrade one or more Units of Kerns to VBU=3. Final cost 14 pts per Unit.

WELSH (XV Cent. Glyndwr Rising) - last review: 11 February 2013

(VOLUME 23)

CS: Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
0-2	CP - Nobles (*)	8	7	4	B	3	36	
0-2	CP - Men at Arms (*)	8	6	3	B	3	28	
2-12	T - Longbowmen	6	4	0	C	2	18	Longbow A
2-12	FL - Spearmen	8	4	1	C	1	14(11)	Long Spear
0-3	FL - Knifemen	8	4	1	C	1	12	
0-3	S - Javelinmen	8	2	0	C	1	7	Javelin
OR	S - Slingers	8	2	0	C	1	7	Sling
0-1	FRENCH ALLIES (only 1405-06)							
0-2	CP - French MAA (*)	8	8	5	C	3	40	Impetuous
OR	CP - French MAA (*)	8	7	4	C	3	29	Impetuous
0-4	S - Breton Javelinmen	8	3	0	B	1	14	Javelin
0-3	T - French Crossbowmen	6	3	0	C	1	14	Crossbow A

NOTES AND OPTIONS. Spearmen can form Large Units.

They nullify Impetus bonus of mounted troops but cannot benefit of Depth Bonus.

All Welsh and French CP can dismount or deployed dismounted as

Nr	Type	M	VBU	I	D	VD	Pts	Notes
	FP - Welsh dism. Nobles and MAA (*)	6	6	2	B	3	25	
	FP - French dism. MAA (*)	5	6	2	C	3	20	

JAMES 1st "EL CONQUEROR" (1229-1276 AD) - last review: 11 February 2013

(VOLUME 18)

CS: Poor (0 pts) or Average (12 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
1-2	CP - Military Orders (*)	8	8	5	B	3	47	
2-6	CP - Nobles (*)	8	7	4	C	3	29	Impetuous
1-4	CP - Cavallers (*)	10	6	2	B	2/3	29	
2-6	T - Crossbowmen	6	3	0	B	1	19	Crossbow A
0-4	S - Crossbowmen	8	2	0	B	1	12	Crossbow B
2-6	FP - Peons Espasers	5	4	1	B	1	14	
2-8	FP - Spearmen	5	5	1	B	2	21	Long Spear
2-4	FL - Almogavers	8	5	2	B	2	24	Dart

NOTES AND OPTIONS. You can upgrade up to 2 units of Crossbowmen (T) to VBU= 4. Final cost is 21 pts per Unit. Almogavers Dart use the pilum rules, but throwing 2 dice when charging and 2 dice when charged.

EARLY GRANADINE (1232-1339 AD) - last review: 11 February 2013

(VOLUME 18)

CS: Poor (0 pts) or Average (12 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
2-8	CP - Granadian lancers (*)	8	7	4	B	3	36	
0-1	CP - Christian Mercenary Knights	8	7	4	C	3	29	Impetuous
4-12	CL - Granadine and Berber Cavalry (*)	12	3	1	B	1/3	21	Javelin
0-1	CL - Horse archers	12	3	0	B	1	22	Comp bow B
1-3	CL - Mounted Crossbowmen	12	3	0	B	1	18	Crossbow B
2-10	FP - Town Spearmen (*)	5	5	1	C	2/3	16	Long Spear
OR	FP - Drilled/Mercenary Spearmen (*)	5	5	1	B	2/3	21	Long Spear
0-4	T - Mercenary Crossbowmen	6	4	0	B	2	21	Crossbow A
4-16	S - Peasant Crossbowmen	8	2	0	C	1	9	Crossbow B
0-4	S - Peasant archers	8	2	0	B	1	12	Short bow B
OR	S - Peasant Slingers	8	2	0	B	1	12	Sling
0-4	S - Berber Javelinmen	8	2	0	B	1	12	javelin

CATALAN COMPANY (1303-1388 AD) - last review: July 7 2016

(VOLUME 23)

CS: Poor (0 pts) or Average (12 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
1-3	CP- Cavalls Armats (*)	8	7	4	C	3	29	Impetuous
2-4	CM- Cavalls Alforrats (*)	10	6	3	B	2/3	30	
0-4	CM- Turcopoles	10	5	2	C	2	18	
OR	CL- Turcopoles	12	3	1	B	2	25	Comp. Bow B
0-4	CM- Albanians	10	5	2	C	2	18	
OR	CL- Albanians	12	3	1	B	2	21	Javelin
6-18	FL - Almughavars (*)	8	5	2	B	2/3	24	Dart
0-4	S - Almughavars	8	2	0	B	1	12	Javelin
0-6	T - Crossbowmen	6	3	0	B	1	14	Crossbow A
OR	S - Crossbowmen	8	2	0	B	1	12	Crossbow B
0-6	T - Archers	6	3	0	C	1	11	Short bow A
OR	S - Crossbowmen	8	2	0	C	1	7	Crossbow B

NOTES AND OPTIONS. For Dart apply same rules of Pilum. Roll 2 dice both for attack and defence.

FREE COMPANIES (XIV Cent.) - last review: 11 February 2013

(VOLUME 23)

CS: Poor (0 pts) or Average (12 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
2-9	CP- French/Italian MAA (*)	8	7	4	C	3	29	Impetuous
2-6	CP- English/Spanish MAA (*)	8	6	3	B	3	28	
OR	FP- English/Spanish MAA (*)	5	6	2	B	2/3	25	
0-2	CP- German MAA	8	5	2	B	2	21(16)	Large Unit
2-8	T- Longbowmen	6	4	0	B	2	23	Longbow A
0-4	T- Crossbowmen	6	4	0	B	2	21	Crossbow A
OR	S - Crossbowmen	8	2	0	B	1	12	Crossbow B
0-4	S - Breton Javelinmen	8	2	0	B	1	12	Javelin
0-1	ART - Bombard or siege gun	2	1	0	B	1	20	Art A
0-4	FP - Peasants or local levies	5	3	1	C	1	7	

NOTES AND OPTIONS. Up to 1/3 of French/Italian Men-At-Arms can be upgraded to VBU= 8, I= 5 at a cost of 40 points per Unit.

French/Italian Men-At-Arms cannot be led by a general who is joined to a unit of English/Spanish Men-At-Arms.

Up to ½ deployed French/Italian Men-At Arms can be upgraded to D=B (and no more Impetuous) at a cost of 36pts if VBU=7 or 47pts if VBU=8 per Unit.

Longbowmen can be given mounts at +1 point per unit. Mounts allow these troops to move 10U (per phase) in their first activation. All Longbowmen units in the army can be given stakes at +3 pts per Unit.

T - crossbowmen can be upgraded to D=A for a cost of 26 points per Unit.

Up to half of deployed Breton Javelinmen can be upgraded to VBU: 3 at a cost of 14 points per Unit.

LATER MEDIEVAL POLISH (1333-1454 AD) last review: 11 February 2013

(VOLUME 23)

CS: Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
2-8	CP- Rycerze (*)	8	7	4	C	3	29	Impetuous
2-8	CM- Czeladz	10	4	1	B	2	21	Crossbow B
0-2	CL- Lithuanians, Serbians	12	3	1	B	2	18	
0-4	CL- Hungarians, Wallachians etc	12	4	0	B	2	24	Comp. Bow B
2-8	T - Town Militia (*)	6	3	0	C	1/3	17	Crossbow A + Pavese
0-1	FL - Axemen	8	4	2	C	1	12	
0-2	S - Dismounted Czeladz	8	2	0	B	1	12	Crossbow B
0-1	S - Handgunners	8	2	0	B	1	12	Handgun
0-4	W - Defensive Wagons	5	4	0	C	1	9	
0-1	W - Wagenburg	5	5	0	B	1	33	Art. B

NOTES AND OPTIONS. Czeladz CM can move and shoot (apply penalty for movement).

AZTECS XIV-XVI Cent. - updated on 21 January 2015

Vol. 31

CS=Average (12 pts) or Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
0-4	FL- Cuachicqueh and Otontin (*)	8	5	4	B	3	26	Various weapons
4-10	FL - Military Orders (*)	8	5	3	B	3	25	Various weapons
12-40	FL - Macehualtin (* not CiC)	8	4	1	C	1	11	
4-12	S - Skirmishers	8	2	0	C	1	7	Javelin
OR	S - Skirmishers	8	2	0	C	1	7	Sling
OR	S - Skirmishers	8	2	0	C	1	7	Short Bow B
0-4	T - Levy bowmen	6	4	0	B	1	14	Short Bow B

NOTES AND OPTIONS. You can downgrade all FL- Cuachicqueh and Otontin Units to D=C and Impetuous. Final cost 16pts per Unit.

The Atlatl is represented by Various Weapons.

Priests/Shamen are included in the Military Orders and Macehualtin.

You can upgrade up to 50% fielded Skirmishers to VBU=3 and D=B at 14pts each.

Special rule. Due to human sacrifices this armies can buy up to 6 Destiny rolls.

LATER MAYA 1461-1546 AD

(VOLUME 31)

CS= Poor (0 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
1-5	FL- Elite (*)	8	5	4	C	3	21	Various weapons
6-36	FL - Warriors	8	5	2	C	2	20	Various weapons
OR	FL - Warriors	8	4	1	C	1	14	Various weapons
0-2	S - Scouts	8	2	0	C	1	7	Various weapons
0-8	S - Slingers	8	2	0	C	1	7	Sling
2-12	S - Archers	8	2	0	C	1	7	Short Bow B
OR	T - Archers	6	3	0	C	1	11	Short Bow A
0-2	S - Hornet Nest Throwers	8	2	3	C	1	10	

NOTES AND OPTIONS. Archers T and S can shoot over FL with no penalty for indirect fire.

Special rule. Units that disperse Hornet Nest Throwers must take a Discipline Test. If they fail they are disordered. No further effect if already in Disorder.

Special rule. Due to human sacrifices this armies can buy up to 6 Destiny rolls.

LATE 16th C.- EARLY 17th C. POLISH - last edit: June 8 2012

CS=Average (12 pts)

Nr	Type	M	VBU	I	D	VD	Pts	Notes
2-8	CP- Hussars (*)	8	8	5	B	3	45	Impetuous
1-4	CM - Pancerni (Polish-Cossacks)	10	5	2	B	3	26	Composite Bow C
1-4	CL- Real Cossacks (* Not CIC)	12	4	2	B	2	24	Composite Bow C
0-2	CM- Mounted. Harquebusiers	8	4	1	C	1	18	Harquebus B
0-2	CL- Dragoons	12	4	2	C	1	23	Harquebus B
0-1	CL-Tartars	12	4	1	C	2	22	Composite Bow B
0-2	CP-Rajtar	8	5	1	B	2	20	
0-4	T-Harquebusiers	6	4	2	B	1	22	Harquebus B
0-3	FP-German Pikemen (*Not CIC)	5	4	2	B	2	18	Pike
0-2	S - German Harquebusiers	6	2	0	B	1	16	HarquebusB
0-2	CM - Wallachians	10	6	3	B	2	33	Composite Bow C.
0-2	CM - Levy Cavalry	12	3	1	C	1	15	
0-2	FL-Levy Foot	5	3	1	C	1	10	Various Weapons
0-1	T-Hungarian Shot	6	3	1	B	1	24	Musket
0-2	FP-Halberdiers	5	3	1	C	1	7	
0-4	W - Wagons	5	4	0	B	1	14	Various Weapons
0-2	ART-Heavy Artillery	2	1	0	B	1	20	Artillery A

NOTES AND OPTIONS. CL-Dragoons may dismount (or can be deployed dismounted) as

S- Dismounted dragoons 8 3 1 C 1 14

Harquebus B

You can upgrade on or more Units of Halberdiers to VBU to 4. New cost is 9pts per Unit.