

GREAT NORTHERN WAR

Legend

GA-CP= Gallopers; TR-CP= Trotters; RE-CP= Reiters; CL= Light Cavalry; P&M-FP= Pike & Muskets;
TE= Tercios, DR-FL= Dragoons; S= Skirmishers; T= Musketeers; ART= Artillery

M= Movement; VBU= Basic Unit Value; I= Impetus Bonus, VD= Demoralization Value; VDT=
Total Demoralization Value

(*) Unit that can include general

SWEDES (VDT=18/9)

Nr	Type	M	VBU	I	VD	Notes
3	GA-CP(*)	10	6	4	3	Drabants and Horse
1	DR-FL	8	3	1	1	Dragoons - Muskets
1	P&M-FP	5	6	1	3	Foot Guards Pikes - Muskets
2	P&M-FP	5	5	2	2	Common Foot Pikes - Muskets
1	ART	3	1	0	1	Art A

Special rule: Swedish Common Foot P&M Units don't shoot at "Long Distance". They get no penalty if they move and enter the "Short distance" before shooting. If already within the "short distance" they can shoot and then move (charge) without penalty.

RUSSIANS (VDT=17/9 if without options)

Nr	Type	M	VBU	I	VD	Notes
2	TR-CP(*)	8	5	2	3	DR fighting as Horse - Point Blank Pistol
1	DR-FL	8	3	1	1	Dragoons - Muskets
1	P&M-FP	5	6	1	3	Foot Guards Pikes - Muskets
3	T	6	4	0	2	Musketeers - Muskets
1	ART	3	1	0	1	Art A

OPTION.

Change 1 or 2 TR-CP to DR-FL (VDT will change)

LOUIS XIV WARS

Legend

GA-CP= Gallopers; TR-CP= Trotters; RE-CP= Reiters; CL= Light Cavalry; P&M-FP= Pike & Muskets; TE= Tercios, DR-FL= Dragoons; S= Skirmishers; T= Musketeers; ART= Artillery

M= Movement; VBU= Basic Unit Value; I= Impetus Bonus, VD= Demoralization Value; VDT= Total Demoralization Value

(*) Unit that can include general

LOUIS XIV FRENCH 1661-1689 (VDT=17/9)

Nr	Type	M	VBU	I	VD	Notes
1	TR-CP(*)	8	5	2	3	Maison du Roi - Point Blank Pistol
2	GA-CP	10	6	4	3	Gendarmerie de France
1	DR-FL	8	3	1	1	Dragoons - Muskets
1	P&M-FP	5	6	1	3	Gardes Foot Pikes - Muskets - MM=-1
2	P&M-FP	5	5	2	2	Common Foot Pikes - Muskets - MM=-1

OPTION.

Change Gardes foot Unit into Common Foot and add

Nr	Type	M	VBU	I	VD	Notes
1	ART	3	1	0	1	Art A

Special rule. French Common Foot P&M Units don't shoot at "Long Distance". They get no penalty if they move and enter the "Short distance" before shooting. If already within the "short distance" they can shoot and then move (charge) without penalty.

LOUIS XIV FRENCH 1690-1700 (VDT=18/9 if without options)

Nr	Type	M	VBU	I	VD	Notes
3	TR-CP(*)	8	5	2	3	Maison du Roi and Gendarmerie - Point Blank Pistol
1	DR-FL	8	3	1	1	Dragoons - Muskets
1	P&M-FP	5	6	1	3	Gardes Foot Pikes - Muskets
2	P&M-FP	5	5	2	2	Common Foot Pikes - Muskets
1	ART	3	1	0	1	Art A

OPTION 1.

Change Gardes foot Unit into Common Foot

OPTION 2.

Change 1 TR-CP Unit into 1 more Dr Unit +

Nr	Type	M	VBU	I	VD	Notes
1	CL	12	3	1	1	Hussars

Special rule. French Common Foot P&M Units don't shoot at "Long Distance". They get no penalty if they move and enter the "Short distance" before shooting. If already within the "short distance" they can shoot and then move (charge) without penalty.

WILLIAM III ANGLO-DUTCH 1688-1700 (VDT=17/9)

Nr	Type	M	VBU	I	VD	Notes
1	TR-CP(*)	8	5	2	3	British Horse - Point Blank Pistol
1	GA-CP	10	6	4	3	Huguenot and Danish Horse
1	DR-FL	8	3	1	1	Dragoons - Muskets
1	P&M-FP	5	6	1	3	Foot Guards Pikes - Muskets
2	P&M-FP	5	5	2	2	Common Foot Pikes - Muskets
1	T	6	4	0	2	Danish and German musketeers - Muskets
1	ART	3	1	0	1	Art A

THE ENGLISH CIVIL WAR

Legend

GA-CP= Gallopers; TR-CP= Trotters; RE-CP= Reiters; CL= Light Cavalry; P&M-FP= Pike & Muskets;
TE= Tercios, DR-FL= Dragoons; S= Skirmishers; T= Musketeers; ART= Artillery

M= Movement; VBU= Basic Unit Value; I= Impetus Bonus, VD= Demoralization Value; VDT=
Total Demoralization Value

(*) Unit that can include general

EARLY ROYALISTS IN ENGLAND 1641-1643 (VDT=16/8)

Nr	Type	M	VBU	I	VD	Notes
3	GA-CP(*)	10	6	4	3	
3	P&M-FP	5	5	1	2	Pikes - Muskets - MM=-2
1	ART	3	1	0	1	Art A

OPTION.

Change Art with

Nr	Type	M	VBU	I	VD	Notes
1	DR-FL	8	3	1	1	Muskets

EARLY ROYALISTS IN WEST ENGLAND 1642-1643 (VDT=17/9)

Nr	Type	M	VBU	I	VD	Notes
2	GA-CP(*)	10	6	4	3	
2	P&M-FP	5	6	2	3	Cornish Pikes - Muskets - MM=-2
2	P&M-FP	5	5	1	2	Pikes - Muskets - MM=-2
1	ART	3	1	0	1	Art A

LATE ROYALISTS IN ENGLAND 1644-1645 (VDT=16/8)

Nr	Type	M	VBU	I	VD	Notes
3	GA-CP(*)	10	6	4	3	
3	P&M-FP	5	5	1	2	Pikes - Muskets - MM=-1
1	ART	3	1	0	1	Art A

OPTION.

Change Art with

Nr	Type	M	VBU	I	VD	Notes
1	DR-FL	8	3	1	1	Muskets

EARLY PARLAMENTARIAN 1641-1643 (VDT=20/10)

Nr	Type	M	VBU	I	VD	Notes
3	RE-CP(*)	8	4	1	3	Pistol (Various weapon)
3	P&M-FP	5	5	1	2	Pikes - Muskets - MM=-1
2	P&M-FP	5	4	1	2	Pikes - Muskets - MM=-1
1	Art	3	1	0	1	Art A

OPTION.

Change 1 P&M Unit + Art with

Nr	Type	M	VBU	I	VD	Notes
1	TR-CP(*)	8	7	3	3	Lobsters - Point Blank Pistol

LATE PARLAMENTARIAN 1644 (VDT=20/10 if no option)

Nr	Type	M	VBU	I	VD	Notes
2	TR-CP(*)	8	5	2	3	Point Blank Pistol
1	RE-CP	8	4	1	3	Pistol (Various weapon)
3	P&M-FP	5	5	1	2	Pikes - Muskets - MM=-1
2	P&M-FP	5	4	1	2	Pikes - Muskets - MM=-1
1	Art	3	1	0	1	Art A

OPTION.

Change Art with

Nr	Type	M	VBU	I	VD	Notes
1	DR-FL	8	3	1	1	Muskets

NEW MODEL ARMY 1645-1660 (VDT=20/10)

Nr	Type	M	VBU	I	VD	Notes
4	TR-CP(*)	8	5	2	3	Point Blank Pistol
2	P&M-FP	5	6	1	2	Pikes - Muskets - MM=-1
1	P&M-FP	5	4	1	2	Militia Pikes - Muskets - MM=-2
1	Art	3	1	0	1	Art A

OPTION.

Change Art with

Nr	Type	M	VBU	I	VD	Notes
1	DR-FL	8	3	1	1	Muskets

IRISH (Confederation of Kilkenny) 1641-1652 (VDT=17/9)

Nr	Type	M	VBU	I	VD	Notes
2	RE-CP(*)	8	4	1	3	Pistol (Various weapon)
1	DR-FL	8	3	1	1	Muskets
4	P&M-FP	5	5	1	2	Pikes - Muskets - MM=-2
2	S	8	2	0	1	Muskets

OPTION.

Change up to 2 Units of P&M with

Nr	Type	M	VBU	I	VD	Notes
1-2	FP	8	4	4	1	Antrim & Western Islands warriors - Impetuous

IRISH CONFEDERATION IN ULSTER 1641-1652 (VDT=19/10 if no option)

Nr	Type	M	VBU	I	VD	Notes
3	CP(*)	8	4	3	3	
1	DR-FL	8	3	1	1	Muskets
2	P&M-FP	5	5	1	2	Pikes - Muskets - MM=-2
3	S	8	2	0	1	Muskets
2	S	8	2	1	1	Kerns Javelin and Skean (dagger)

OPTION.

Change up to 2 Units of CP (not the General Unit) with

Nr	Type	M	VBU	I	VD	Notes
1-2	FP	8	4	4	1	Antrim & Western Islands warriors - Impetuous

CONVENANTERS IN ENGLAND / MAIN ARMY (VDT=20/10)

Nr	Type	M	VBU	I	VD	Notes
2	RE-CP(*)	8	4	1	3	Pistol (various)
2	CL	12	4	3	2	Lancers
5	P&M-FP	5	5	1	2	Pikes - Muskets - MM=-2

COVENANTERS IN SCOTLAND (VDT=20/10)

Nr	Type	M	VBU	I	VD	Notes
2	RE-CP(*)	8	4	1	3	Pistol (various)
2	P&M-FP	5	5	1	2	Pikes - Muskets - MM=-2
4	P&M-FP	5	4	1	2	Pikes - Muskets - MM=-2 - Militia
2	FP	8	4	4	2	Highlanders

Notes. Players may replace either or both the Highlanders with militia P&M Units.

MONTROSE'S ROYALIST ARMY (VDT=18/9)

Nr	Type	M	VBU	I	VD	Notes
2	RE-CP(*)	8	4	2	3	Pistol (various)
2	P&M-FP	5	5	1	2	Pikes - Muskets - MM=-2
2	FP	8	5	4	2	Irish - Muskets - Impetuous
2	FP	8	4	4	2	Highlanders - Impetuous

Notes. The Irish are musketeers who may fire and otherwise move and fight as highlanders. Players may replace one RE-CP with one TR-CP with point blank pistols to be Lord Gordon's horse.

THE 30 YEARS WAR

Legend

GA-CP= Gallopers; TR-CP= Trotters; RE-CP= Reiters; CL= Light Cavalry; P&M-FP= Pike & Muskets;
TE= Tercios, DR-FL= Dragoons; S= Skirmishers; T= Musketeers; ART= Artillery

M= Movement; VBU= Basic Unit Value; I= Impetus Bonus, VD= Demoralization Value; VDT=
Total Demoralization Value

(*) Unit that can include general

BAVARIAN / CATHOLIC LEAGUE 1618-1632 (VDT=19/10)

Nr	Type	M	VBU	I	VD	Notes
2	TR-CP(*)	8	7	3	3	Cuirassiers - Point Blank Pistol
2	RE-CP	8	4	1	3	Pistol (Various weapon)
1	CL	12	3	0	2	Mounted Carabins Arquebus A
2	P&M-FP	5	5	1	2	Pikes - Muskets - MM=-1
1	ART	3	1	0	1	Art A

OPTION.

Change Art with

Nr	Type	M	VBU	I	VD	Notes
1	DR-FL	8	3	1	1	Muskets

EARLY IMPERIAL 1618-1632 (VDT=17/9)

Nr	Type	M	VBU	I	VD	Notes
1	TR-CP(*)	8	7	3	3	Cuirassiers - Point Blank Pistol
1	CL	12	3	1	1	Croats Arquebus A
2	RE-CP	8	4	1	3	Pistol (Various weapon)
3	P&M-FP	5	5	1	2	Pikes - Muskets - MM=-1
1	ART	3	1	0	1	Art A

OPTION.

Change Art with

Nr	Type	M	VBU	I	VD	Notes
1	DR-FL	8	3	1	1	Muskets

LATE IMPERIAL 1632-1638 (VDT=18/9)

Nr	Type	M	VBU	I	VD	Notes
1	TR-CP(*)	8	7	3	3	Cuirassiers - Point Blank Pistol
2	TR-CP	8	6	2	3	Point Blank Pistol
1	RE-CP	8	4	1	3	Pistol (Various weapon)
1	CL	12	3	1	1	Croats - Arquebus A
2	P&M-FP	5	5	1	2	Pikes - Muskets
1	ART	3	1	0	1	Art A

OPTION.

Change Art with

Nr	Type	M	VBU	I	VD	Notes
1	DR-FL	8	3	1	1	Muskets

DANISH 1626-1645 (VDT=19/10)

Nr	Type	M	VBU	I	VD	Notes
2	TR-CP(*)	8	7	3	3	Cuirassiers - Point Blank Pistol
2	RE-CP	8	4	1	3	German Reiter - Pistol (Various weapon)
1	T	6	4	0	2	Guard - Musket
2	P&M-FP	5	5	1	2	Pikes - Muskets - MM=-1
1	ART	3	1	0	1	Art A

EARLY SWEDISH 1630-1634 (VDT=17/9 if no option)

Nr	Type	M	VBU	I	VD	Notes
2	TR-CP(*)	8	5	2	3	Point Blank Pistol
1	GA-CP	10	5	3	2	Finnish
1	DR-FL	8	3	1	1	Muskets
1	P&M-FP	6	6	2	3	Veteran Pikes - Muskets - MM=-2 - Regimental guns
2	P&M-FP	6	5	2	2	Pikes - Muskets - MM=-2 - Regimental guns
1	ART	3	1	0	1	Art A

OPTION.

Change 1 P&M Unit with

Nr	Type	M	VBU	I	VD	Notes
1	FP	8	4	3	1	Scots&Irish - Impetuous

Special rule. Swedish P&M don't shoot at "Long Distance". Swedish P&M get no penalty if they move and enter the "Short distance" before shooting. If already within the "short distance" they can shoot and then move (charge) without penalty.

LATER SWEDISH 1635-1648 (VDT=19/10)

Nr	Type	M	VBU	I	VD	Notes
3	GA-CP(*)	10	5	4	3	with Commanded Musketeers - Muskets, MM=-3
1	TR-CP	8	5	2	3	German Veterans - Point Blank Pisol
1	DR-FL	8	3	1	1	Muskets
1	P&M-FP	6	6	2	3	Veteran Pikes - Muskets - MM=-2 - Regimental guns
1	P&M-FP	6	5	2	2	Pikes - Muskets - MM=-2 - Regimental guns
1	ART	3	1	0	1	Art A

Special rule. Swedish P&M don't shoot at "Long Distance". Swedish P&M get no penalty if they move and enter the "Short distance" before shooting. If already within the "short distance" they can shoot and then move (charge) without penalty.

The 80 Years' War

Legend

GA-CP= Gallopers; TR-CP= Trotters; RE-CP= Reiters; CL= Light Cavalry; P&M-FP= Pike & Muskets;
TE= Tercios, DR-FL= Dragoons; S= Skirmishers; T= Musketeers; ART= Artillery

M= Movement; VBU= Basic Unit Value; I= Impetus Bonus, VD= Demoralization Value; VDT=
Total Demoralization Value

(*) Unit that can include general

SPANISH 1568-1577 (VDT=14/7)

Nr	Type	M	VBU	I	VD	Notes
1	CP(*)	8	7	3	3	Gente d'Armas
2	CP	10	6	3	2	Caballos ligeros
1	RE-CP	8	4	1	2	German Reiters Pistol (Various weapon)
2	TE-FP	5	5	1	2	Tercios Pikes - Arquebus B - MM=-1
1	ART	3	1	0	1	Art A

NOTES. 2 Units of Tercios must form a Large Unit (=1 Tercio)

OPTION. Replace 1 Unit of German Reiters + 1 Art with 2 Units of Tercios (=1 Tercio)

SPANISH 1578-1600 (VDT=14/7)

Nr	Type	M	VBU	I	VD	Notes
1	CP(*)	8	7	3	3	Gente d'Armas and French Gendarmes
1	CP	10	6	3	2	Caballos ligeros
2	TR-CP	8	6	2	2	Herreruelos and French Horse Point Blank Pistol
2	TE-FP	5	5	1	2	Tercios Pikes - Musket - MM=-1
1	ART	3	1	0	1	Art A

NOTES. 2 Units of Tercios must form a Large Unit (=1 Tercio)

OPTION. Replace 1 TR-CP Unit + 1 Art with 2 Units of Tercios (=1 Tercio)

UNITED PROVINCES 1568-1576 (VDT=17/9)

Nr	Type	M	VBU	I	VD	Notes
1	CP(*)	10	6	3	3	Dutch Horses
3	RE-CP	8	4	1	2	German Reiters Pistol (Various weapons)
1	CL	12	3	0	1	Carabins Harquebus B
2	T	6	3	0	1	Dutch Levies Harquebus A
2	FP	5	5	2	2	LandsknechtsPikes
1	ART	3	1	0	1	Art A

SPECIAL RULES. This army can use up to 6 sections of Earthworks that must form a unique defence (up to 2 angles allowed).

Each section must have the same frontage of a Unit and can be placed up to the line that divides the battlefield in two along its length.

Fortifications give a -2 modifier to Units that fire at Units which are protected by them. The penalty is only -1 for Artillery fire.

Mounted troops cannot charge Units defended by fortifications, while Infantry can do so, but with a -1 penalty and the loss of their Impetus bonus.

NOTES Landsknechts must form a Large Unit.

OPTION Replace 2 Units of Dutch Levies with one German Reiter Unit.

UNITED PROVINCES 1577-1591 (VDT=18/9)

Nr	Type	M	VBU	I	VD	Notes
2	CP(*)	10	6	3	3	Demi-Lances
3	RE-CP	8	4	1	2	German Reiters Pistol (Various weapons)
1	CL	12	3	0	1	Carabins Harquebus B
2	P&M-FP	5	5	1	2	Dutch, English, Scots Musket MM=-3
1	ART	3	1	0	1	Art A

SPECIAL RULES. This army can use up to 6 sections of Earthworks that must form a unique defence (up to 2 angles allowed).

Each section must have the same frontage of a Unit and can be placed up to the line that divides the battlefield in two along its length.

Fortifications give a -2 modifier to Units that fire at Units which are protected by them.

The penalty is only -1 for Artillery fire. Mounted troops cannot charge Units defended by fortifications, while Infantry can do so, but with a -1 penalty and the loss of their Impetus bonus.

NOTES Landsknechts must form a Large Unit.

OPTION Replace 1 Unit of German Reiter with

Nr	Type	M	VBU	I	VD	Notes
1	GA-CP	10	6	4	2	Huguenot volunteers

UNITED PROVINCES 1592-1600 (VDT=16/8)

Nr	Type	M	VBU	I	VD	Notes
2	TR-CP(*)	8	7	3	3	Cuirassiers Point Blanc Pistol
2	RE-CP	8	4	1	2	German Reiters Pistol (Various weapons)
1	CL	12	3	0	1	Carabins Harquebus B
2	P&M-FP	5	5	1	2	Dutch, English, Scots Musket MM=-3
1	ART	3	1	0	1	Art A

SPECIAL RULES. This army can use up to 6 sections of Earthworks that must form a unique defence (up to 2 angles allowed).

Each section must have the same frontage of a Unit and can be placed up to the line that divides the battlefield in two along its length.

Fortifications give a -2 modifier to Units that fire at Units which are protected by them. The penalty is only -1 for Artillery fire.

Mounted troops cannot charge Units defended by fortifications, while Infantry can do so, but with a -1 penalty and the loss of their Impetus bonus.

NOTES Landsknechts must form a Large Unit.

OPTION Replace 1 Unit of German Reiter with

Nr	Type	M	VBU	I	VD	Notes
1	GA-CP	10	6	4	2	Huguenot volunteers