

# the FUSIL v1.2

## Faction Unit Stat Illustrations



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Orthodox ✠  
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Unit Banners



by brandybarrel




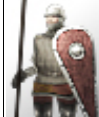






## England










Religion: Catholic  
Regions: Nottingham, Caen, London  
Short game: Hold 15 regions; eliminate factions: France and Scotland.  
Long game: Hold 45 regions, including: Jerusalem.  
Strengths: superb longbowmen, strong infantry  
Weaknesses: poor variety of cavalry




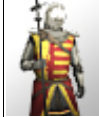


Town Militia <sup>F</sup>	Spear Militia <sup>F</sup>	Levy Spearmen*	Armored Sergeants
 <b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 290/125	 <b>5</b> 2 AC8 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 310/125	 <b>5</b> 2 AC8 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 310/125	 <b>7</b> 3 AC8 <b>0</b> 0 <b>14</b> 5+3+6 <b>5</b> 540/155


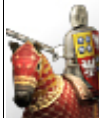

Peasant Archers	Archer Militia <sup>F</sup>	Arquebusiers	Longbowmen*
 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>14</b> 120 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 460/125	 <b>6</b> 160 AP <b>7</b> 2 AP <b>4</b> 0+1+3 <b>3</b> 560/150



Yeoman Archers*	Retinue Longbowmen*	Sherwood Archers*
 <b>8</b> 160 AP <b>9</b> 3 AP <b>5</b> 0+2+3 <b>5</b> 650/150	 <b>8</b> 160 AP <b>11</b> 2 AP <b>14</b> 5+6+3 <b>5</b> 710/150	 <b>13</b> 160 AP <b>16</b> 3 <b>9</b> 0+9+0 <b>11</b> 510/250

Peasants	Bill Militia <sup>F</sup>	Billmen*	Heavy Bill Militia <sup>F</sup>
 <b>4</b> 0 <b>0</b> 0 <b>3</b> 0+3+0 <b>1</b> 110/90	 <b>13</b> 4 AP <b>0</b> 0 <b>1</b> 0+1+0 <b>3</b> 170/100	 <b>15</b> 5 AP <b>0</b> 0 <b>3</b> 0+3+0 <b>5</b> 230/125	 <b>15</b> 5 AP <b>0</b> 0 <b>10</b> 7+3+0 <b>5</b> 300/150

Heavy Billmen*	Dis. Feudal Knights	Armored Swords*	Dis. English Knights*
 <b>15</b> 5 AP <b>0</b> 0 <b>10</b> 7+3+0 <b>5</b> 300/150	 <b>13</b> 3 <b>0</b> 0 <b>21</b> 7+8+6 <b>9</b> 570/225	 <b>13</b> 3 <b>0</b> 0 <b>22</b> 8+8+6 <b>9</b> 610/150	 <b>21</b> 6 AP <b>0</b> 0 <b>13</b> 8+5+0 <b>11</b> 530/225

Hobilarcs*	Merchant Cav. Militia <sup>F</sup>	Mailed Knights	Feudal Knights	English Knights*
 <b>7</b> 3 <b>7</b> 2 <b>7</b> 4+3+0 <b>3</b> 280/150	 <b>6</b> 2 <b>0</b> 0 <b>14</b> 7+3+4 <b>3</b> 370/210	 <b>10</b> 6 <b>11</b> 4 <b>14</b> 5+5+4 <b>9</b> 680/250	 <b>10</b> 6 <b>11</b> 4 <b>16</b> 7+5+4 <b>9</b> 730/250	 <b>10</b> 8 <b>11</b> 4 AP <b>16</b> 8+4+4 <b>9</b> 860/250

Demi Lancers*	Knights Templar	Knights Hospitaller	NE Bodyguard <sup>2HP</sup>	NE Late Bodyguard <sup>2HP</sup>
 <b>13</b> 8 <b>14</b> 4 <b>12</b> 7+5+0 <b>11</b> 700/250	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 820/250	 <b>13</b> 8 <b>14</b> 4 <b>17</b> 9+5+3 <b>11</b> 870/250

Irish Kerns <sup>Merc</sup>	Welsh Spearmen <sup>Merc</sup>	KEY		
 <b>6</b> 55 AP J <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 250/100	 <b>7</b> 3 AC8 <b>0</b> 0 <b>6</b> 0+3+3 <b>5</b> 340/150	<b>Attack</b> <sup>1</sup> charge or range <b>Attack</b> <sup>2</sup> charge or range <b>Def.</b> armor+skill+shield <b>Morale</b> Cost/upkeep	AP = Armor Piercing AC = Anti Cav bonus gun = gun powder (AP) J = Javelin a = AC4	* faction unique F = Free city garrison HP = Hit Points nap = nahptha bomb (AP)

Custom Battle availability



## France



Religion: Catholic  
Regions: Paris, Toulouse, Angers, Marseille, Rheims  
Short game: Hold 20 regions; eliminate factions: England.  
Long game: Hold 45 regions, including: Jerusalem.  
Strengths: best cavalry in West, good infantry in late period  
Weaknesses: weak infantry in early period



	Pike Militia <sup>F</sup>	Town Militia <sup>F</sup>	Spear Militia <sup>F</sup>	Pikemen*	Sergeant Spearmen	Armored Sergeants
	 7 2 AC8 6 1 1 0+1+0 3 150/125	 5 2 AC4 0 0 7 0+1+6 3 290/125	 5 2 AC8 0 0 7 0+1+6 3 310/125	 9 3 AC8 8 2 3 0+3+0 5 240/155	 7 3 AC8 0 0 9 0+3+6 5 420/155	 7 3 AC8 0 0 14 5+3+6 5 540/155
	Peasant Archers	Crossbow Militia <sup>F</sup>	Peasant Crossbow	Crossbowmen	Arquebusiers	
	 5 120 2 1 1 0+1+0 3 220/100	 9 120 AP 2 1 1 0+1+0 3 220/100	 9 120 AP 2 1 1 0+1+0 3 220/100	 9 120 AP 6 1 8 5+3+0 3 330/125	 14 120 gun 6 1 3 0+3+0 3 460/125	
	Aventurier*	Dis. French Archers*	Scots Guard*			
	 14 160 AP 11 3 15 7+8+0 9 690/175	 8 160 AP 11 3 14 6+8+0 9 750/150	 9 160 AP 12 3 17 8+9+0 11 800/175			
	Peasants	Voulge Militia <sup>F</sup>	Voulgier*	Dis. Feudal Knights	Dis. Chivalric Knights	Dis. Noble Knights*
	 4 0 0 0 3 0+3+0 1 110/90	 5 2 APa 4 2 APa 6 5+1+0 3 390/150	 7 3 APa 6 3 APa 8 5+3+0 5 510/150	 13 3 0 0 21 7+8+6 9 570/225	 13 3 0 0 22 8+8+6 9 610/225	 21 6 AP 0 0 13 8+5+0 11 530/225
	Merchant Cav. Militia <sup>F</sup>	Mounted Sergeants	Mailed Knights	Feudal Knights	Gendarmes	French Mtd Archers*
	 6 2 0 0 14 7+3+4 3 370/210	 9 4 9 3 13 4+5+4 5 470/175	 10 6 11 4 14 5+5+4 9 680/250	 10 6 11 4 16 7+5+4 9 730/250	 10 8 11 4 15 11+4+0 9 770/320	 7 120 AP 9 4 14 6+8+0 9 1030/210
	Knights Templar	Knights Hospitaller	Chivalric Knights	Noble Knights*	Lancers*	NE Bodyguard <sup>2HP</sup>
	 13 8 14 4 16 7+5+4 11 880/250	 13 8 14 4 16 7+5+4 11 880/250	 13 8 14 4 17 8+5+4 11 930/250	 13 8 14 4 17 8+5+4 11 930/320	 13 8 14 4 16 11+5+0 11 930/320	 13 8 14 4 16 7+5+4 11 820/250
	Flemish Pikemen <sup>Merc</sup>	Swiss Pikemen <sup>Merc</sup>	Religious Fanatics <sup>Merc</sup>	KEY		NE Late Bodyguard <sup>2HP</sup>
	 9 3 AC8 8 2 8 5+3+0 5 340/185	 14 4 AC8 13 3 5 0+5+0 11 470/225	 13 6 0 0 1 0+1+0 9 180/90	<b>Attack</b> <sup>1</sup> charge or range <b>Attack</b> <sup>2</sup> charge or range <b>Def.</b> armor+skill+shield <b>Morale</b> Cost/upkeep	AP = Armor Piercing AC = Anti Cav bonus gun = gun powder (AP) J = Javelin a = AC4	 13 8 14 4 17 9+5+3 11 870/250

Custom Battle availability

F = Free city garrison

HP = Hit Points

\* faction unique








## HRE




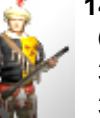




Religion: Catholic  
Regions: Frankfurt, Nuremburg, Staufen, Vienna, Innsbruck, Bologna.  
Short game: Hold 20 regions; eliminate factions: Milan, Denmark.  
Long game: Hold 45 regions, including: Rome.  
Strengths: strong all-round  
Weaknesses: lacks late period armies of England and France







Pike Militia <sup>F</sup>	Town Militia <sup>F</sup>	Spear Militia <sup>F</sup>	Sergeant Spearmen	Armored Sergeants
 <b>7</b> 2 AC8 <b>6</b> 1 <b>1</b> 0+1+0 <b>3</b> 150/125	 <b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 290/125	 <b>5</b> 2 AC8 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 310/125	 <b>7</b> 3 AC8 <b>0</b> 0 <b>9</b> 0+3+6 <b>5</b> 420/155	 <b>7</b> 3 AC8 <b>0</b> 0 <b>14</b> 5+3+6 <b>5</b> 540/155









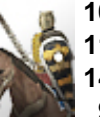
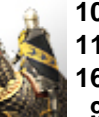

Peasant Archers	Crossbow Militia <sup>F</sup>	Peasant Crossbow	Arquebusiers	Pavise Crossbow	Hand Gunners
 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>9</b> 120 AP <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>9</b> 120 AP <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>14</b> 120 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 460/125	 <b>12</b> 160 AP <b>6</b> 1 <b>14</b> 5+3+6 <b>3</b> 490/125	 <b>13</b> 55 gun <b>11</b> 2 <b>13</b> 7+6+0 <b>5</b> 650/150






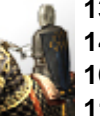

Peasants	Halberd Militia <sup>F</sup>	Dis. Imperial Knights*	Dis. Feudal Knights
 <b>4</b> 0 <b>0</b> 0 <b>3</b> 0+3+0 <b>1</b> 110/90	 <b>5</b> 2 APa <b>4</b> 2 APa <b>1</b> 0+1+0 <b>3</b> 300/150	 <b>9</b> 3 AP <b>0</b> 0 <b>17</b> 8+3+6 <b>5</b> 540/225	 <b>13</b> 3 <b>0</b> 0 <b>21</b> 7+8+6 <b>9</b> 570/225





Zweihander*	Dis. Gothic Knights*	Forlorn Hope*
 <b>14</b> 6 <b>0</b> 0 <b>11</b> 7+4+0 <b>9</b> 680/150	 <b>14</b> 6 <b>0</b> 0 <b>14</b> 10+4+0 <b>9</b> 810/225	 <b>17</b> 6 <b>0</b> 0 <b>12</b> 7+5+0 <b>11</b> 620/250

Merchant Cav. Militia <sup>F</sup>	Mounted Crossbow	Mounted Sergeants	Mailed Knights	Feudal Knights	Imperial Knights*
 <b>6</b> 2 <b>0</b> 0 <b>14</b> 7+3+4 <b>3</b> 370/210	 <b>5</b> 120 AP <b>7</b> 2 <b>10</b> 5+5+0 <b>3</b> 470/175	 <b>9</b> 4 <b>9</b> 3 <b>13</b> 4+5+4 <b>5</b> 470/175	 <b>10</b> 6 <b>11</b> 4 <b>14</b> 5+5+4 <b>9</b> 680/250	 <b>10</b> 6 <b>11</b> 4 <b>16</b> 7+5+4 <b>9</b> 730/250	 <b>10</b> 8 <b>10</b> 4 AP <b>16</b> 8+4+4 <b>9</b> 750/250



Reiters*	Teutonic Knights*	Gothic Knights*	NE Bodyguard <sup>2HP</sup>	NE Late Bodyguard <sup>2HP</sup>
 <b>20</b> 45 gun <b>11</b> 5 <b>13</b> 7+6+0 <b>9</b> 920/250	 <b>13</b> 8 <b>13</b> 4 AP <b>16</b> 7+5+4 <b>11</b> 950/250	 <b>13</b> 8 <b>13</b> 4 AP <b>15</b> 10+5+0 <b>11</b> 1000/320	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 820/250	 <b>13</b> 8 <b>14</b> 4 <b>17</b> 9+5+3 <b>11</b> 870/250

Landschneckt Pike <sup>Merc</sup>	Religious Fanatics <sup>Merc</sup>	KEY		
 <b>11</b> 4 AC8 <b>10</b> 3 <b>4</b> 0+4+0 <b>9</b> 350/225	 <b>13</b> 6 <b>0</b> 0 <b>1</b> 0+1+0 <b>9</b> 180/90	<b>Attack<sup>1</sup></b> charge or range <b>Attack<sup>2</sup></b> charge or range <b>Def.</b> armor+skill+shield <b>Morale</b> Cost/upkeep	AP = Armor Piercing AC = Anti Cav bonus gun = gun powder (AP) J = Javelin a = AC4	* faction unique F = Free city garrison HP = Hit Points nap = nahptha bomb (AP)

Custom Battle availability









## Spain







Religion: Catholic  
Regions: Toledo, Leon  
Short game: Hold 15 regions; eliminate factions: Moors, Portugal.  
Long game: Hold 45 regions, including: Granada, Jerusalem.  
Strengths: excellent navy, light infantry and cavalry  
Weaknesses: lacks heavy infantry and spears early period




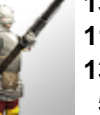
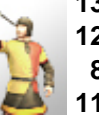





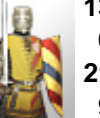
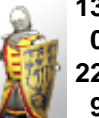

Pike Militia <sup>F</sup>	Town Militia <sup>F</sup>	Spear Militia <sup>F</sup>	Tercio Pikemen*
 <b>7</b> 2 AC8 <b>6</b> 1 <b>1</b> 0+1+0 <b>3</b> 150/125	 <b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 290/125	 <b>5</b> 2 AC8 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 310/125	 <b>11</b> 4 AC8 <b>10</b> 3 <b>4</b> 0+4+0 <b>11</b> 350/155






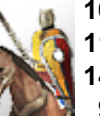
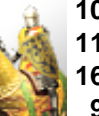

Peasant Archers	Crossbow Militia <sup>F</sup>	Peasant Crossbow	Javelinmen*
 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>9</b> 120 AP <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>9</b> 120 AP <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>6</b> 55 AP J <b>6</b> 1 <b>6</b> 0+3+3 <b>3</b> 270/100



Pavise Crossbow	Arquebusiers	Musketeers	Hand Gunners	Almughavars
 <b>12</b> 160 AP <b>6</b> 1 <b>14</b> 5+3+6 <b>3</b> 490/125	 <b>14</b> 120 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 460/125	 <b>14</b> 180 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 540/150	 <b>13</b> 55 gun <b>11</b> 2 <b>13</b> 7+6+0 <b>5</b> 650/150	 <b>13</b> 55 AP J <b>12</b> 4 AC4 <b>8</b> 0+5+3 <b>11</b> 640/150

Peasants	Swordsmen Militia <sup>F</sup>	Sword Buckler Men	Dis. Feudal Knights	Dis. Chivalric Knights	Dis. Conquistadores
 <b>4</b> 0 <b>0</b> 0 <b>3</b> 0+3+0 <b>1</b> 110/90	 <b>11</b> 2 <b>0</b> 0 <b>18</b> 5+7+6 <b>5</b> 400/100	 <b>13</b> 3 <b>0</b> 0 <b>19</b> 5+8+6 <b>9</b> 540/150	 <b>13</b> 3 <b>0</b> 0 <b>21</b> 7+8+6 <b>9</b> 570/225	 <b>13</b> 3 <b>0</b> 0 <b>22</b> 8+8+6 <b>9</b> 610/225	 <b>16</b> 3 <b>0</b> 0 <b>22</b> 7+9+6 <b>11</b> 690/150



Merchant Cav. Militia <sup>F</sup>	Mounted Crossbow	Jinetes	Mailed Knights	Feudal Knights	Gendarmes
 <b>6</b> 2 <b>0</b> 0 <b>14</b> 7+3+4 <b>3</b> 370/210	 <b>5</b> 120 AP <b>7</b> 2 <b>10</b> 5+5+0 <b>3</b> 470/175	 <b>8</b> 55 AP J <b>9</b> 3 <b>15</b> 4+7+4 <b>5</b> 520/175	 <b>10</b> 6 <b>11</b> 4 <b>14</b> 5+5+4 <b>9</b> 680/250	 <b>10</b> 6 <b>11</b> 4 <b>16</b> 7+5+4 <b>9</b> 730/250	 <b>10</b> 8 <b>11</b> 4 <b>15</b> 11+4+0 <b>9</b> 770/320



Knights of Santiago	Conquistadores	Chivalric Knights	SE Bodyguard <sup>2HP</sup>	SE Late Bodyguard <sup>2HP</sup>
 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	 <b>13</b> 6 <b>14</b> 4 <b>17</b> 7+6+4 <b>11</b> 880/250	 <b>13</b> 8 <b>14</b> 4 <b>17</b> 8+5+4 <b>11</b> 930/250	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 820/250	 <b>13</b> 8 <b>14</b> 4 <b>17</b> 9+5+3 <b>11</b> 870/250

### KEY

<b>Attack</b> <sup>1</sup> charge or range	AP = Armor Piercing	* faction unique
<b>Attack</b> <sup>2</sup> charge or range	AC = Anti Cav bonus	F = Free city garrison
<b>Def.</b> armor+skill+shield	gun = gun powder (AP)	HP = Hit Points
<b>Morale</b> Cost/upkeep	J = Javelin a = AC4	nap = nahptha bomb (AP)








## Venice







Religion: Catholic  
Regions: Venice, Ragusa, Iraklion  
Short game: Hold 15 regions; eliminate factions: Milan, Byzantine.  
Long game: Hold 45 regions, including: Constantinople.  
Strengths: strong *militia* infantry, good colonial units and late tech.  
Weaknesses: somewhat poor cavalry











Pike Militia <sup>F</sup>	Italian Militia <sup>F</sup>	Sergeant Spearmen	Italian Spear Militia <sup>F</sup>	Armored Sergeants
 <b>7</b> 2 AC8 <b>6</b> 1 <b>1</b> 0+1+0 <b>3</b> 150/125	 <b>7</b> 3 AC4 <b>0</b> 0 <b>9</b> 0+3+6 <b>5</b> 370/125	 <b>7</b> 3 AC8 <b>0</b> 0 <b>9</b> 0+3+6 <b>5</b> 420/155	 <b>7</b> 3 AC8 <b>0</b> 0 <b>13</b> 4+3+6 <b>5</b> 460/125	 <b>7</b> 3 AC8 <b>0</b> 0 <b>14</b> 5+3+6 <b>5</b> 540/155








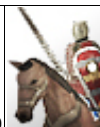






Peasant Archers	Peasant Crossbow	Arquebusiers	Pavise Cbow Militia <sup>F</sup>
 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>9</b> 120 AP <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>14</b> 120 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 460/125	 <b>12</b> 160 AP <b>6</b> 1 <b>14</b> 5+3+6 <b>3</b> 490/100



Musketeers	Venetian Archers*	Hand Gunners
 <b>14</b> 180 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 540/150	 <b>9</b> 160 <b>11</b> 2 <b>13</b> 7+6+0 <b>5</b> 610/150	 <b>13</b> 55 gun <b>11</b> 2 <b>13</b> 7+6+0 <b>5</b> 650/150

Peasants	Dis. Italian MAA	Dis. Broken Lances	Venetian Hvy Infantry*	Dis. Feudal Knights
 <b>4</b> 0 <b>0</b> 0 <b>3</b> 0+3+0 <b>1</b> 110/90	 <b>11</b> 2 <b>0</b> 0 <b>21</b> 8+7+6 <b>5</b> 460/225	 <b>11</b> 2 <b>0</b> 0 <b>22</b> 9+7+6 <b>5</b> 490/225	 <b>16</b> 5 AP <b>0</b> 0 <b>16</b> 7+3+6 <b>5</b> 640/150	 <b>13</b> 3 <b>0</b> 0 <b>21</b> 7+8+6 <b>9</b> 570/225



Mounted Crossbow	Mounted Sergeants	Italian Cavalry Militia <sup>F</sup>	Italian Men at Arms	Stradiots*	Mailed Knights
 <b>5</b> 120 AP <b>7</b> 2 <b>10</b> 5+5+0 <b>3</b> 470/175	 <b>9</b> 4 <b>9</b> 3 <b>13</b> 4+5+4 <b>5</b> 470/175	 <b>8</b> 5 <b>9</b> 3 <b>15</b> 7+4+4 <b>5</b> 540/150	 <b>8</b> 7 <b>9</b> 3 <b>15</b> 8+3+4 <b>5</b> 580/250	 <b>11</b> 5 <b>10</b> 4 AP <b>10</b> 4+6+0 <b>9</b> 610/210	 <b>10</b> 6 <b>11</b> 4 <b>14</b> 5+5+4 <b>9</b> 680/250
Feudal Knights	Broken Lances	Knights Templar	Knights Hospitaller	SE Bodyguard <sup>2HP</sup>	SE Late Bodyguard <sup>2HP</sup>
 <b>10</b> 6 <b>11</b> 4 <b>16</b> 7+5+4 <b>9</b> 730/250	 <b>10</b> 8 <b>11</b> 4 <b>13</b> 9+4+0 <b>9</b> 730/320	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 820/250	 <b>13</b> 8 <b>14</b> 4 <b>17</b> 9+5+3 <b>11</b> 870/250



### KEY

<b>Attack</b> <sup>1</sup> charge or range	AP = Armor Piercing	* faction unique
<b>Attack</b> <sup>2</sup> charge or range	AC = Anti Cav bonus	F = Free city garrison
<b>Def.</b> armor+skill+shield	gun = gun powder (AP)	HP = Hit Points
<b>Morale</b> Cost/upkeep	J = Javelin a = AC4	nap = naphtha bomb (AP)










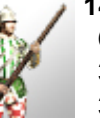
## Milan









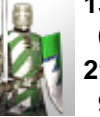
Religion: Catholic  
Regions: Milano, Genoa  
Short game: Hold 15 regions; eliminate factions: HRE, Venice.  
Long game: Hold 45 regions, including: Constantinople.  
Strengths: strong *militia* infantry, crossbowmen, and late tech  
Weaknesses: poor offensive cavalry




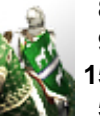
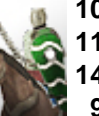
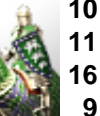



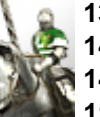




Pike Militia <sup>F</sup>	Italian Militia <sup>F</sup>	Sergeant Spearmen	Italian Spear Militia <sup>F</sup>	Armored Sergeants
 <b>7</b> 2 AC8 <b>6</b> 1 <b>1</b> 0+1+0 <b>3</b> 150/125	 <b>7</b> 3 AC4 <b>0</b> 0 <b>9</b> 0+3+6 <b>5</b> 370/125	 <b>7</b> 3 AC8 <b>0</b> 0 <b>9</b> 0+3+6 <b>5</b> 420/155	 <b>7</b> 3 AC8 <b>0</b> 0 <b>13</b> 4+3+6 <b>5</b> 460/125	 <b>7</b> 3 AC8 <b>0</b> 0 <b>14</b> 5+3+6 <b>5</b> 540/155


Peasant Archers	Peasant Crossbow	Arquebusiers	Musketeers
 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>9</b> 120 AP <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>14</b> 120 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 460/125	 <b>14</b> 180 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 540/150

Genoese Cbow Mil <sup>F</sup>	Genoese Crossbows*	Hand Gunners
 <b>12</b> 160 AP <b>6</b> 1 <b>15</b> 6+3+6 <b>3</b> 570/100	 <b>14</b> 160 AP <b>8</b> 2 <b>16</b> 6+4+6 <b>5</b> 610/125	 <b>13</b> 55 gun <b>11</b> 2 <b>13</b> 7+6+0 <b>5</b> 650/150

Peasants	Dis. Italian MAA	Dis. Broken Lances	Dis. Feudal Knights
 <b>4</b> 0 <b>0</b> 0 <b>3</b> 0+3+0 <b>1</b> 110/90	 <b>11</b> 2 <b>0</b> 0 <b>21</b> 8+7+6 <b>5</b> 460/225	 <b>11</b> 2 <b>0</b> 0 <b>22</b> 9+7+6 <b>5</b> 490/225	 <b>13</b> 3 <b>0</b> 0 <b>21</b> 7+8+6 <b>9</b> 570/225

Mounted Crossbow	Mounted Sergeants	Italian Cavalry Militia <sup>F</sup>	Italian Men at Arms	Mailed Knights	Feudal Knights
 <b>5</b> 120 AP <b>7</b> 2 <b>10</b> 5+5+0 <b>3</b> 470/175	 <b>9</b> 4 <b>9</b> 3 <b>13</b> 4+5+4 <b>5</b> 470/175	 <b>8</b> 5 <b>9</b> 3 <b>15</b> 7+4+4 <b>5</b> 540/150	 <b>8</b> 7 <b>9</b> 3 <b>15</b> 8+3+4 <b>5</b> 580/250	 <b>10</b> 6 <b>11</b> 4 <b>14</b> 5+5+4 <b>9</b> 680/250	 <b>10</b> 6 <b>11</b> 4 <b>16</b> 7+5+4 <b>9</b> 730/250
Broken Lances	Knights Templar	Knights Hospitaller	Famiglia Ducale*	SE Bodyguard <sup>2HP</sup>	SE Late Bodyguard <sup>2HP</sup>
 <b>10</b> 8 <b>11</b> 4 <b>13</b> 9+4+0 <b>9</b> 730/320	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	 <b>13</b> 8 <b>14</b> 4 <b>14</b> 9+5+0 <b>11</b> 880/320	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 820/250	 <b>13</b> 8 <b>14</b> 4 <b>17</b> 9+5+3 <b>11</b> 870/250

## Religious Fanatics<sup>Merc</sup>

	<b>13</b> 6 <b>0</b> 0 <b>1</b> 0+1+0 <b>9</b> 180/90	<b>KEY</b> <b>Attack</b> <sup>1</sup> charge or range <b>Attack</b> <sup>2</sup> charge or range <b>Def.</b> armor+skill+shield <b>Morale</b> Cost/upkeep
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AP = Armor Piercing  
AC = Anti Cav bonus  
gun = gun powder (AP)  
J = Javelin a = AC4

\* faction unique  
F = Free city garrison  
HP = Hit Points  
nap = nahptha bomb (AP)

Custom Battle availability
















## Sicily









Religion: Catholic  
Regions: Palermo, Naples  
Short game: Hold 15 regions; eliminate factions: Venice, Milan.  
Long game: Hold 45 regions, including: Jerusalem.  
Strengths: strong *militia*, Norman knights, Muslim archers  
Weaknesses: lacks good late period cavalry




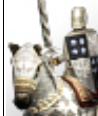



Pike Militia <sup>F</sup>	Italian Militia <sup>F</sup>	Sergeant Spearmen	Italian Spear Militia <sup>F</sup>	Armored Sergeants
 <b>7</b> 2 AC8 <b>6</b> 1 <b>1</b> 0+1+0 <b>3</b> 150/125	 <b>7</b> 3 AC4 <b>0</b> 0 <b>9</b> 0+3+6 <b>5</b> 370/125	 <b>7</b> 3 AC8 <b>0</b> 0 <b>9</b> 0+3+6 <b>5</b> 420/155	 <b>7</b> 3 AC8 <b>0</b> 0 <b>13</b> 4+3+6 <b>5</b> 460/125	 <b>7</b> 3 AC8 <b>0</b> 0 <b>14</b> 5+3+6 <b>5</b> 540/155


S Peasant Archers	Arquebusiers	Pavise Cbow Militia <sup>F</sup>	Pavise Crossbow	Sicilian Muslim Archer*	Hand Gunners
 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>14</b> 120 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 460/125	 <b>12</b> 160 AP <b>6</b> 1 <b>14</b> 5+3+6 <b>3</b> 490/100	 <b>12</b> 160 AP <b>6</b> 1 <b>14</b> 5+3+6 <b>3</b> 490/125	 <b>9</b> 160 <b>11</b> 2 <b>10</b> 4+6+0 <b>5</b> 550/125	 <b>13</b> 55 gun <b>11</b> 2 <b>13</b> 7+6+0 <b>5</b> 650/150

S Peasants	Halberd Militia <sup>F</sup>	Dis. Italian MAA	Dis. Broken Lances	Sword Buckler Men	Dis. Norman Knights*
 <b>4</b> 0 <b>0</b> 0 <b>3</b> 0+3+0 <b>1</b> 110/90	 <b>5</b> 2 APa <b>4</b> 2 APa <b>1</b> 0+1+0 <b>3</b> 300/150	 <b>11</b> 2 <b>0</b> 0 <b>21</b> 8+7+6 <b>5</b> 460/225	 <b>11</b> 2 <b>0</b> 0 <b>22</b> 9+7+6 <b>5</b> 490/225	 <b>13</b> 3 <b>0</b> 0 <b>19</b> 5+8+6 <b>9</b> 540/150	 <b>13</b> 3 <b>0</b> 0 <b>21</b> 7+8+6 <b>9</b> 570/225

Mounted Crossbow	Mounted Sergeants	Italian Cavalry Militia <sup>F</sup>	Mailed Knights	Norman Knights*
 <b>5</b> 120 AP <b>7</b> 2 <b>10</b> 5+5+0 <b>3</b> 470/175	 <b>9</b> 4 <b>9</b> 3 <b>13</b> 4+5+4 <b>5</b> 470/175	 <b>8</b> 5 <b>9</b> 3 <b>15</b> 7+4+4 <b>5</b> 540/150	 <b>10</b> 6 <b>11</b> 4 <b>14</b> 5+5+4 <b>9</b> 680/250	 <b>13</b> 6 <b>14</b> 4 <b>17</b> 7+6+4 <b>11</b> 880/250

Knights Templar	Knights Hospitaller	Chivalric Knights	SE Bodyguard <sup>2HP</sup>	SE Late Bodyguard <sup>2HP</sup>
 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	 <b>13</b> 8 <b>14</b> 4 <b>17</b> 8+5+4 <b>11</b> 930/250	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 820/250	 <b>13</b> 8 <b>14</b> 4 <b>17</b> 9+5+3 <b>11</b> 870/250

## Condottieri<sup>Merc</sup>

	<b>8</b> 7 <b>9</b> 3 <b>15</b> 9+3+3 <b>5</b> 520/400
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## KEY

**Attack**<sup>1</sup> charge or range  
**Attack**<sup>2</sup> charge or range  
**Def.** armor+skill+shield  
**Morale** Cost/upkeep

AP = Armor Piercing  
AC = Anti Cav bonus  
gun = gun powder (AP)  
J = Javelin a = AC4

\* faction unique  
F = Free city garrison  
HP = Hit Points  
nap = nahptha bomb (AP)

Custom Battle availability









## Portugal







Religion: Catholic  
Regions: Lisbon, Pamplona  
Short game: Hold 15 regions; eliminate factions: Spain, The Moors.  
Long game: Hold 45 regions, including: Granada, Jerusalem.  
Strengths: excellent navy and light infantry units, good light cavalry  
Weaknesses: lacks professional armies










Pike Militia <sup>F</sup>	Town Militia <sup>F</sup>	Spear Militia <sup>F</sup>	Aventuros*
 <b>7</b> 2 AC8 <b>6</b> 1 <b>1</b> 0+1+0 <b>3</b> 150/125	 <b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 290/125	 <b>5</b> 2 AC8 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 310/125	 <b>14</b> 4 AC8 <b>13</b> 3 <b>10</b> 5+5+0 <b>11</b> 610/185








Peasant Archers	Crossbow Militia <sup>F</sup>	Peasant Crossbow	Lusitanian Javelins*
 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>9</b> 120 AP <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>9</b> 120 AP <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>8</b> 55 AP J <b>8</b> 2 <b>7</b> 0+4+3 <b>5</b> 330/100








Pavise Crossbow	Musketeers	Hand Gunners	Portu. Arquebusiers*	Almughavars
 <b>12</b> 160 AP <b>6</b> 1 <b>14</b> 5+3+6 <b>3</b> 490/125	 <b>14</b> 180 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 540/150	 <b>13</b> 55 gun <b>11</b> 2 <b>13</b> 7+6+0 <b>5</b> 650/150	 <b>16</b> 120 gun <b>11</b> 3 <b>13</b> 5+8+0 <b>9</b> 760/150	 <b>13</b> 55 AP J <b>12</b> 4 AC4 <b>8</b> 0+5+3 <b>11</b> 640/150

Peasants	Swordsmen Militia <sup>F</sup>	Dis. Feudal Knights	Dis. Portu. Knights*	Dis. Conquistadores
 <b>4</b> 0 <b>0</b> 0 <b>3</b> 0+3+0 <b>1</b> 110/90	 <b>11</b> 2 <b>0</b> 0 <b>18</b> 5+7+6 <b>5</b> 400/100	 <b>13</b> 3 <b>0</b> 0 <b>21</b> 7+8+6 <b>9</b> 570/225	 <b>21</b> 6 AP <b>0</b> 0 <b>13</b> 8+5+0 <b>11</b> 530/225	 <b>16</b> 3 <b>0</b> 0 <b>22</b> 7+9+6 <b>11</b> 690/150



Merchant Cav. Militia <sup>F</sup>	Mounted Crossbow	Jinetes	Mailed Knights	Feudal Knights
 <b>6</b> 2 <b>0</b> 0 <b>14</b> 7+3+4 <b>3</b> 370/210	 <b>5</b> 120 AP <b>7</b> 2 <b>10</b> 5+5+0 <b>3</b> 470/175	 <b>8</b> 55 AP J <b>9</b> 3 <b>15</b> 4+7+4 <b>5</b> 520/175	 <b>10</b> 6 <b>11</b> 4 <b>14</b> 5+5+4 <b>9</b> 680/250	 <b>10</b> 6 <b>11</b> 4 <b>16</b> 7+5+4 <b>9</b> 730/250



Portuguese Knights*	Knights of Santiago	Conquistadores	SE Bodyguard <sup>2HP</sup>	SE Late Bodyguard <sup>2HP</sup>
 <b>10</b> 8 <b>11</b> 4 <b>16</b> 8+4+4 <b>9</b> 700/250	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	 <b>13</b> 6 <b>14</b> 4 <b>17</b> 7+6+4 <b>11</b> 880/250	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 820/250	 <b>13</b> 8 <b>14</b> 4 <b>17</b> 9+5+3 <b>11</b> 870/250

### KEY

<b>Attack</b> <sup>1</sup> charge or range	AP = Armor Piercing	* faction unique
<b>Attack</b> <sup>2</sup> charge or range	AC = Anti Cav bonus	F = Free city garrison
<b>Def.</b> armor+skill+shield	gun = gun powder (AP)	HP = Hit Points
<b>Morale</b> Cost/upkeep	J = Javelin a = AC4	nap = nahptha bomb (AP)




## Scotland



Religion: Catholic  
Regions: Edinburgh  
Short game: Hold 15 regions; eliminate factions: England.  
Long game: Hold 45 regions, including: Jerusalem.  
Strengths: makes excellent use of spears and pikes  
Weaknesses: lacking in cavalry and nobles; often fights on foot




### Scots Pike Militia\*<sup>F</sup>

	<b>7</b> 2 AC8 <b>6</b> 1 <b>1</b> 0+1+0 <b>3</b> 150/125
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### Town Militia<sup>F</sup>

	<b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 290/125
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### Spear Militia<sup>F</sup>

	<b>5</b> 2 AC8 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 310/125
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### Highland Pikemen\*

	<b>9</b> 3 AC8 <b>8</b> 2 <b>3</b> 0+3+0 <b>5</b> 210/125
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### Heavy Pike Militia\*<sup>F</sup>

	<b>9</b> 3 AC8 <b>8</b> 2 <b>11</b> 8+3+0 <b>5</b> 410/185
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### Noble Pikemen\*

	<b>11</b> 4 AC8 <b>10</b> 3 <b>12</b> 8+4+0 <b>9</b> 570/215
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### Peasant Archers

	<b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100
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### Highland Archers\*

	<b>5</b> 120 <b>7</b> 1 AP <b>4</b> 0+1+3 <b>3</b> 320/100
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### Noble Highland Archer\*

	<b>7</b> 120 <b>9</b> 3 AP <b>12</b> 5+4+3 <b>9</b> 600/175
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### Highland Rabble\*

	<b>2</b> 1 <b>0</b> 0 <b>1</b> 0+1+0 <b>3</b> 120/90
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### Highlanders\*

	<b>11</b> 3 AP <b>0</b> 0 <b>4</b> 0+1+3 <b>5</b> 400/125
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### Highland Nobles\*

	<b>14</b> 6 <b>0</b> 0 <b>9</b> 5+4+0 <b>9</b> 490/175
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### Dis. Feudal Knights

	<b>13</b> 3 <b>0</b> 0 <b>21</b> 7+8+6 <b>9</b> 570/225
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### Noble Swordsmen\*

	<b>13</b> 3 <b>0</b> 0 <b>22</b> 8+8+6 <b>9</b> 610/175
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### Merchant Cav. Militia<sup>F</sup>

	<b>6</b> 2 <b>0</b> 0 <b>14</b> 7+3+4 <b>3</b> 370/210
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### Border Horse\*

	<b>9</b> 4 <b>9</b> 3 <b>9</b> 4+5+0 <b>5</b> 390/150
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### Mailed Knights

	<b>10</b> 6 <b>11</b> 4 <b>14</b> 5+5+4 <b>9</b> 680/250
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### Feudal Knights

	<b>10</b> 6 <b>11</b> 4 <b>16</b> 7+5+4 <b>9</b> 730/250
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### Knights Templar

	<b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250
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### Knights Hospitaller

	<b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250
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### NE Bodyguard<sup>2HP</sup>

	<b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 820/250
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### NE Late Bodyguard<sup>2HP</sup>

	<b>13</b> 8 <b>14</b> 4 <b>17</b> 9+5+3 <b>11</b> 870/250
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### Galloglai<sup>Merc</sup>

	<b>17</b> 6 AP <b>0</b> 0 <b>9</b> 5+4+0 <b>9</b> 380/180
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### KEY

**Attack**<sup>1</sup> charge or range  
**Attack**<sup>2</sup> charge or range  
**Def.** armor+skill+shield  
**Morale** Cost/upkeep

AP = Armor Piercing  
AC = Anti Cav bonus  
gun = gun powder (AP)  
J = Javelin a = AC4

\* faction unique  
F = Free city garrison  
HP = Hit Points  
nap = nahptha bomb (AP)

Custom Battle availability



## Denmark





Religion: Catholic  
Regions: Arhus  
Short game: Hold 20 regions; eliminate factions: HRE.  
Long game: Hold 45 regions, including: Jerusalem.  
Strengths: good all-round mix of units; infantry prefer swords, axes.  
Weaknesses: lacks good heavy cavalry



### Town Militia<sup>F</sup>

### Spear Militia<sup>F</sup>






	<b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 290/125
	<b>5</b> 2 AC8 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 310/125

### Peasant Archers

### Crossbow Militia<sup>F</sup>

### Crossbowmen






	<b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100		<b>9</b> 120 AP <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100		<b>9</b> 120 AP <b>6</b> 1 <b>8</b> 5+3+0 <b>3</b> 330/125
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### Arquebusiers

### Norse Archers\*

### Hand Gunners

	<b>14</b> 120 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 460/125		<b>7</b> 120 <b>11</b> 2 <b>16</b> 4+6+6 <b>5</b> 480/125		<b>13</b> 55 gun <b>11</b> 2 <b>13</b> 7+6+0 <b>5</b> 650/150
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### Peasants

### Viking Raiders\*

### Norse Swordsmen\*

### Swordstaff Militia<sup>F</sup>



	<b>4</b> 0 <b>0</b> 0 <b>3</b> 0+3+0 <b>1</b> 110/90		<b>9</b> 2 AP <b>0</b> 0 <b>9</b> 0+3+6 <b>5</b> 480/155		<b>11</b> 2 <b>0</b> 0 <b>18</b> 5+7+6 <b>5</b> 400/150		<b>7</b> 3 APa <b>6</b> 3 APa <b>10</b> 7+3+0 <b>5</b> 550/150
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### Dis. Feudal Knights

### Dis. Chivalric Knights

### Dis. Huscarls\*

### Norse Axemen\*

### Obudshaer\*

	<b>13</b> 3 <b>0</b> 0 <b>21</b> 7+8+6 <b>9</b> 570/225		<b>13</b> 3 <b>0</b> 0 <b>22</b> 8+8+6 <b>9</b> 610/225		<b>11</b> 3 AP <b>0</b> 0 <b>15</b> 5+4+6 <b>9</b> 690/150		<b>17</b> 6 AP <b>0</b> 0 <b>11</b> 7+4+0 <b>9</b> 700/150		<b>9</b> 4 APa <b>8</b> 4 APa <b>12</b> 8+4+0 <b>9</b> 720/150
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### Merchant Cav. Militia<sup>F</sup>






### Scouts\*

### Mounted Crossbow

### Huscarls\*

### Norse War Clerics\*



	<b>6</b> 2 <b>0</b> 0 <b>14</b> 7+3+4 <b>3</b> 370/210		<b>7</b> 3 <b>7</b> 2 AP <b>11</b> 4+3+4 <b>3</b> 410/150		<b>5</b> 120 AP <b>7</b> 2 <b>10</b> 5+5+0 <b>3</b> 470/175		<b>11</b> 4 AP <b>0</b> 0 <b>16</b> 5+7+4 <b>9</b> 690/210		<b>10</b> 4 AP <b>0</b> 0 <b>19</b> 8+7+4 <b>9</b> 750/250
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### Feudal Knights







### Knights Templar

### Knights Hospitaller

### Chivalric Knights

### NE Bodyguard<sup>2HP</sup>

### NE Late Bodyguard<sup>2HP</sup>

	<b>10</b> 6 <b>11</b> 4 <b>16</b> 7+5+4 <b>9</b> 730/250		<b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250		<b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250		<b>13</b> 8 <b>14</b> 4 <b>17</b> 8+5+4 <b>11</b> 930/250		<b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 820/250		<b>13</b> 8 <b>14</b> 4 <b>17</b> 9+5+3 <b>11</b> 870/250
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#### KEY

<b>Attack</b> <sup>1</sup> charge or range	AP = Armor Piercing	* faction unique
<b>Attack</b> <sup>2</sup> charge or range	AC = Anti Cav bonus	F = Free city garrison
<b>Def.</b> armor+skill+shield	gun = gun powder (AP)	HP = Hit Points
<b>Morale</b> Cost/upkeep	J = Javelin a = AC4	nap = nahptha bomb (AP)



## Hungary



Religion: Catholic  
Regions: Budapest, Bran  
Short game: Hold 15 regions; eliminate factions: HRE, Poland.  
Long game: Hold 45 regions, including: Jerusalem.  
Strengths: strong mix of heavy knights and skilled archers  
Weaknesses: lacks good offensive infantry



### EE Town Militia<sup>F</sup>

		<b>5</b> 2 AC4
<b>0</b> 0		
<b>4</b> 0+1+3		
<b>3</b> 160/100		

### EE Spear Militia<sup>F</sup>

		<b>5</b> 2 AC4
<b>0</b> 0		
<b>7</b> 0+1+6		
<b>3</b> 290/125		

### Pavise Spearmen\*

		<b>7</b> 3 AC8
<b>0</b> 0		
<b>14</b> 5+3+6		
<b>5</b> 490/155		

### S Peasant Archers

		<b>5</b> 120
<b>2</b> 1		
<b>1</b> 0+1+0		
<b>3</b> 220/100		

### Bosnian Archers\*

		<b>5</b> 120
<b>6</b> 1		
<b>9</b> 0+3+6		
<b>3</b> 300/125		

### Crossbowmen

		<b>9</b> 120 AP
<b>6</b> 1		
<b>8</b> 5+3+0		
<b>3</b> 330/125		

### Arquebusiers

		<b>14</b> 120 gun
<b>6</b> 1		
<b>3</b> 0+3+0		
<b>3</b> 460/125		

### Pavise Crossbow Mil.<sup>F</sup>

		<b>12</b> 160 AP
<b>6</b> 1		
<b>14</b> 5+3+6		
<b>3</b> 490/125		

### EE Peasants

		<b>4</b> 0
<b>0</b> 0		
<b>3</b> 0+3+0		
<b>1</b> 110/90		

### Slav Levies\*

		<b>5</b> 2 AC4
<b>0</b> 0		
<b>7</b> 0+1+6		
<b>3</b> 210/100		

### Transylvanian Peasant\*

		<b>5</b> 2 APa
<b>0</b> 0		
<b>1</b> 0+1+0		
<b>3</b> 270/100		

### Halberd Militia<sup>F</sup>

		<b>5</b> 2 APa
<b>4</b> 2 APa		
<b>1</b> 0+1+0		
<b>3</b> 300/150		

### Croat Axemen\*

		<b>15</b> 5 APa
<b>0</b> 0		
<b>7</b> 4+3+0		
<b>5</b> 260/125		

### Dis. Feudal Knights

		<b>13</b> 3
<b>0</b> 0		
<b>21</b> 7+8+6		
<b>9</b> 570/225		

### Dis. E Chiv Knights\*

		<b>13</b> 3
<b>0</b> 0		
<b>19</b> 8+8+3		
<b>9</b> 590/225		

### Battle Assassins\*<sup>2HP</sup>

		<b>16</b> 3
<b>0</b> 0		
<b>16</b> 4+9+3		
<b>11</b> 660/250		

### Merchant Cav. Militia<sup>F</sup>

		<b>6</b> 2
<b>0</b> 0		
<b>14</b> 7+3+4		
<b>3</b> 370/210		

### Magyar Cavalry\*

		<b>6</b> 120
<b>6</b> 2		
<b>7</b> 4+3+0		
<b>3</b> 400/175		

### Feudal Knights

		<b>10</b> 6
<b>11</b> 4		
<b>16</b> 7+5+4		
<b>9</b> 730/250		

### Hungarian Nobles\*

		<b>8</b> 120
<b>9</b> 4		
<b>16</b> 5+8+3		
<b>9</b> 750/210		

### Hussars

		<b>13</b> 6
<b>14</b> 4		
<b>15</b> 5+6+4		
<b>11</b> 750/210		

### Royal Banderium\*

		<b>13</b> 8
<b>14</b> 4		
<b>16</b> 8+5+3		
<b>11</b> 790/320		

### Knights Templar

		<b>13</b> 8
<b>14</b> 4		
<b>16</b> 7+5+4		
<b>11</b> 880/250		

### Knights Hospitaller

		<b>13</b> 8
<b>14</b> 4		
<b>16</b> 7+5+4		
<b>11</b> 880/250		

### E Chivalric Knights\*

		<b>13</b> 8
<b>14</b> 4		
<b>16</b> 7+5+4		
<b>11</b> 880/250		

### NE Bodyguard<sup>2HP</sup>

		<b>13</b> 8
<b>14</b> 4		
<b>16</b> 7+5+4		
<b>11</b> 820/250		

### NE Late Bodyguard<sup>2HP</sup>

		<b>13</b> 8
<b>14</b> 4		
<b>17</b> 9+5+3		
<b>11</b> 870/250		

### KEY

**Attack**<sup>1</sup> charge or range  
**Attack**<sup>2</sup> charge or range  
**Def.** armor+skill+shield  
**Morale** Cost/upkeep

AP = Armor Piercing  
AC = Anti Cav bonus  
gun = gun powder (AP)  
J = Javelin a = AC4

\* faction unique  
F = Free city garrison  
HP = Hit Points  
nap = nahptha bomb (AP)





## Poland



Religion: Catholic  
Regions: Cracov, Halych  
Short game: Hold 15 regions; eliminate factions: Russia, Hungary.  
Long game: Hold 45 regions, including: Jerusalem.  
Strengths: strong cavalry  
Weaknesses: somewhat mediocre infantry



	EE Town Militia <sup>F</sup>	EE Spear Militia <sup>F</sup>	EE Spearmen	Dis. Polish Nobles*		
	<b>5</b> 2 AC4 <b>0</b> 0 <b>4</b> 0+1+3 <b>3</b> 160/100	<b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 290/125	<b>7</b> 3 AC8 <b>0</b> 0 <b>13</b> 4+3+6 <b>5</b> 500/125	<b>7</b> 3 AC8 <b>0</b> 0 <b>14</b> 5+3+6 <b>5</b> 410/150		
	EE Peasant Archers	EE Crossbow Militia <sup>F</sup>	Lithuanian Archers*			
	<b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	<b>9</b> 120 AP <b>6</b> 1 <b>7</b> 4+3+0 <b>3</b> 300/100	<b>5</b> 120 <b>6</b> 1 <b>9</b> 0+3+6 <b>3</b> 430/125			
	Arquebusiers	Dis. Lithuanian Cav*	Hand Gunners			
	<b>14</b> 120 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 460/125	<b>7</b> 120 <b>11</b> 2 <b>12</b> 0+6+6 <b>5</b> 420/150	<b>13</b> 55 gun <b>11</b> 2 <b>13</b> 7+6+0 <b>5</b> 650/150			
	EE Peasants	Woodsmen	Halberd Militia <sup>F</sup>	Dis. Polish Knights*		
	<b>4</b> 0 <b>0</b> 0 <b>3</b> 0+3+0 <b>1</b> 110/90	<b>13</b> 4 AP <b>0</b> 0 <b>1</b> 0+1+0 <b>3</b> 170/70	<b>5</b> 2 APa <b>4</b> 2 APa <b>1</b> 0+1+0 <b>3</b> 300/150	<b>13</b> 3 <b>0</b> 0 <b>22</b> 8+8+6 <b>9</b> 610/225		
	Merchant Cav. Militia <sup>F</sup>	Strzelcy*	Lithuanian Cavalry*	Polish Retainers*	Polish Nobles*	Hussars
	<b>6</b> 2 <b>0</b> 0 <b>14</b> 7+3+4 <b>3</b> 370/210	<b>5</b> 120 AP <b>7</b> 2 AP <b>12</b> 4+4+4 <b>3</b> 510/175	<b>6</b> 100 <b>9</b> 3 <b>11</b> 0+7+4 <b>5</b> 500/175	<b>10</b> 8 <b>11</b> 4 <b>14</b> 6+4+4 <b>9</b> 650/175	<b>10</b> 55 AP J <b>11</b> 4 <b>17</b> 5+8+4 <b>9</b> 800/210	<b>13</b> 6 <b>14</b> 4 <b>15</b> 5+6+4 <b>11</b> 750/210
	Polish Knights*	Polish Guard*	Knights Templar	Knights Hospitaller	NE Bodyguard <sup>2HP</sup>	NE Late Bodyguard <sup>2HP</sup>
	<b>13</b> 8 <b>14</b> 4 <b>17</b> 8+5+4 <b>11</b> 840/250	<b>13</b> 8 <b>14</b> 4 <b>17</b> 8+5+4 <b>11</b> 840/320	<b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	<b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	<b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 820/250	<b>13</b> 8 <b>14</b> 4 <b>17</b> 9+5+3 <b>11</b> 870/250
	Slav Mercenaries <sup>Merc</sup>	KEY				
	<b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 230/150	<b>Attack</b> <sup>1</sup> charge or range <b>Attack</b> <sup>2</sup> charge or range <b>Def.</b> armor+skill+shield <b>Morale</b> Cost/upkeep				
		AP = Armor Piercing AC = Anti Cav bonus gun = gun powder (AP) J = Javelin a = AC4				
* faction unique F = Free city garrison HP = Hit Points nap = nahptha bomb (AP)						

Custom Battle availability

\* faction unique  
F = Free city garrison  
HP = Hit Points  
nap = nahptha bomb (AP)



## Russia



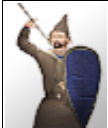

Religion: Orthodox  
Regions: Novgorod  
Short game: Hold 15 regions; eliminate factions: Poland, Hungary.  
Long game: Hold 45 regions, including: Constantinople, Jerusalem.  
Strengths: great mix of missile and melee cavalry  
Weaknesses: Poor early infantry and missile units



### EE Spear Militia<sup>F</sup>

### EE Spearmen



	<b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 290/125		<b>7</b> 3 AC8 <b>0</b> 0 <b>13</b> 4+3+6 <b>5</b> 500/125
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### EE Peasant Archers

### EE Archer Militia<sup>F</sup>

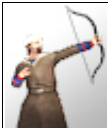





### EE Crossbow Militia<sup>F</sup>

### Arquebusiers

### Dismounted Dvor\*

### Cossack Musketeers\*



	<b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100		<b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100		<b>9</b> 120 AP <b>6</b> 1 <b>7</b> 4+3+0 <b>3</b> 300/100		<b>14</b> 120 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 460/125		<b>11</b> 160 <b>11</b> 3 AP <b>15</b> 5+4+6 <b>9</b> 770/225		<b>17</b> 180 gun <b>12</b> 3 <b>9</b> 0+9+0 <b>11</b> 950/150
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### EE Peasants

### Woodsmen

### Berdiche Axemen\*

### Dis. Druchima\*

### Dis. Boyar Sons\*



	<b>4</b> 0 <b>0</b> 0 <b>3</b> 0+3+0 <b>1</b> 110/90		<b>13</b> 4 AP <b>0</b> 0 <b>1</b> 0+1+0 <b>3</b> 170/70		<b>17</b> 6 AP <b>0</b> 0 <b>9</b> 5+4+0 <b>9</b> 380/150		<b>11</b> 3 AP <b>0</b> 0 <b>15</b> 5+4+6 <b>9</b> 690/150		<b>11</b> 3 AP <b>0</b> 0 <b>15</b> 5+4+6 <b>9</b> 690/150
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### EE Cavalry Militia<sup>F</sup>

### Kazaks\*

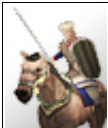





### Boyar Sons\*

### Druzhina\*

### Cossack Cavalry\*

### Dvor Cavalry\*






	<b>7</b> 3 <b>7</b> 2 <b>11</b> 4+3+4 <b>3</b> 350/150		<b>6</b> 120 <b>6</b> 2 <b>3</b> 0+3+0 <b>3</b> 380/150		<b>8</b> 55 AP J <b>9</b> 3 AP <b>14</b> 5+5+4 <b>5</b> 670/210		<b>11</b> 5 <b>11</b> 4 AP <b>15</b> 5+6+4 <b>9</b> 690/210		<b>8</b> 120 <b>9</b> 4 <b>11</b> 0+8+3 <b>9</b> 700/150		<b>10</b> 120 <b>11</b> 4 AP <b>16</b> 5+7+4 <b>9</b> 800/250
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### Tsars Guard\*

### EE Bodyguard<sup>\*2HP</sup>

### EE Late Bodyguard<sup>\*2HP</sup>

	<b>14</b> 5 <b>14</b> 4 <b>19</b> 8+7+4 <b>11</b> 840/320		<b>14</b> 5 <b>14</b> 4 <b>18</b> 7+7+4 <b>11</b> 820/250		<b>13</b> 8 <b>14</b> 4 <b>18</b> 9+5+4 <b>11</b> 910/250
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### KEY

<b>Attack<sup>1</sup></b> charge or range	AP = Armor Piercing	* faction unique
<b>Attack<sup>2</sup></b> charge or range	AC = Anti Cav bonus	F = Free city garrison
<b>Def.</b> armor+skill+shield	gun = gun powder (AP)	HP = Hit Points
<b>Morale</b> Cost/upkeep	J = Javelin a = AC4	nap = naphtha bomb (AP)



## Byzantium



Religion: Orthodox  
Regions: Constantinople, Nicaea, Thessalonica, Corinth, Nicosia  
Short game: Hold 15 regions; eliminate factions: Venice, The Turks.  
Long game: Hold 45 regions, including: Rome, Jerusalem.  
Strengths: good heavy cavalry, missile cavalry, capable archers  
Weaknesses: lacks late period gunpowder



### SE Town Militia\*<sup>F</sup>

		<b>5</b> 2 AC4
		<b>0</b> 0
		<b>7</b> 0+1+6
		<b>3</b> 230/100

### SE Spear Militia<sup>F</sup>

	<b>5</b> 2 AC8
	<b>0</b> 0
	<b>7</b> 0+1+6
	<b>3</b> 310/125

### Byzantine Spearmen\*

	<b>5</b> 2 AC8
	<b>0</b> 0
	<b>7</b> 0+1+6
	<b>5</b> 310/155

### S Peasant Archers

		<b>5</b> 120
		<b>2</b> 1
		<b>1</b> 0+1+0
		<b>3</b> 220/100

### S Archer Militia<sup>F</sup>

	<b>5</b> 120
	<b>6</b> 1
	<b>3</b> 0+3+0
	<b>3</b> 250/100

### Trebizond Archers\*

	<b>9</b> 160
	<b>8</b> 2
	<b>7</b> 0+4+3
	<b>5</b> 460/150

### Byz. Guard Archers\*

	<b>9</b> 160
	<b>11</b> 3
	<b>16</b> 5+8+3
	<b>9</b> 710/175

### Southern Peasants

		<b>4</b> 0
		<b>0</b> 0
		<b>3</b> 0+3+0
		<b>1</b> 110/90

### Byzantine Infantry\*

	<b>11</b> 2
	<b>0</b> 0
	<b>18</b> 5+7+6
	<b>5</b> 400/125

### Dis. Byzantine Lance\*

	<b>11</b> 2
	<b>0</b> 0
	<b>18</b> 5+7+6
	<b>5</b> 440/150

### Dismounted Latinkon\*

	<b>13</b> 3
	<b>0</b> 0
	<b>21</b> 7+8+6
	<b>9</b> 630/225

### Varangian Guard\*

	<b>20</b> 6 AP
	<b>0</b> 0
	<b>15</b> 7+5+3
	<b>11</b> 520/175

### Greek Militia Cavalry\*<sup>F</sup>

		<b>7</b> 3
		<b>7</b> 2
		<b>10</b> 4+3+3
		<b>3</b> 320/150

### Skythikon\*

	<b>6</b> 120
	<b>6</b> 2
	<b>3</b> 0+3+0
	<b>3</b> 380/175

### Byzantine Cavalry\*

	<b>6</b> 120
	<b>7</b> 2
	<b>12</b> 4+5+3
	<b>3</b> 530/175

### Byzantine Lancers\*

	<b>8</b> 5
	<b>9</b> 3
	<b>13</b> 5+4+4
	<b>5</b> 500/210

### Latinkon\*

	<b>10</b> 8
	<b>11</b> 4
	<b>15</b> 7+4+4
	<b>9</b> 730/250

### Kataphractoi\*

	<b>10</b> 6
	<b>10</b> 4 AP
	<b>16</b> 8+5+3
	<b>9</b> 790/250

### Vardariotai\*

	<b>9</b> 120
	<b>10</b> 4
	<b>17</b> 5+9+3
	<b>11</b> 800/250

### Greek Bodyguard\*<sup>2HP</sup>

	<b>13</b> 6
	<b>14</b> 4
	<b>17</b> 7+6+4
	<b>11</b> 820/250

### Cuman Archers<sup>Merc</sup>

	<b>6</b> 120
	<b>6</b> 2
	<b>3</b> 0+3+0
	<b>3</b> 380/180

### Alan Light Cav<sup>Merc</sup>

	<b>11</b> 5
	<b>10</b> 4
	<b>13</b> 4+6+3
	<b>9</b> 550/250

### KEY

<b>Attack</b> <sup>1</sup>	charge or range
<b>Attack</b> <sup>2</sup>	charge or range
<b>Def.</b>	armor+skill+shield
<b>Morale</b>	Cost/upkeep

AP = Armor Piercing

AC = Anti Cav bonus

gun = gun powder (AP)

J = Javelin a = AC4

\* faction unique

F = Free city garrison

HP = Hit Points

nap = nahptha bomb (AP)

Custom Battle availability







## The Turks











Religion: Islamic  
Regions: Iconium, Caesarea, Yerevan, Mosul  
Short game: Hold 20 regions; eliminate factions: Byzantium.  
Long game: Hold 45 regions, including: Constantinople, Jerusalem.  
Strengths: outstanding mounted archers and janissary troops  
Weaknesses: lacking in heavy arms and early period infantry













Azabs*	ME Town Militia <sup>F</sup>	ME Spear Militia <sup>F</sup>	Saracen Militia <sup>F</sup>	Dis. Sipahi Lancers*
 <b>5</b> 2 AC4 <b>0</b> 0 <b>4</b> 0+1+3 <b>3</b> 190/100	 <b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 250/100	 <b>5</b> 2 AC8 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 310/125	 <b>7</b> 3 AC8 <b>0</b> 0 <b>14</b> 5+3+6 <b>5</b> 490/155	 <b>9</b> 4 AC8 <b>0</b> 0 <b>15</b> 5+4+6 <b>9</b> 630/175



ME Peasant Archers	Turkish Javelinmen*	Turkish Archers	Ottoman Infantry*
 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>6</b> 55 AP J <b>6</b> 1 <b>6</b> 0+3+3 <b>3</b> 300/100	 <b>7</b> 160 <b>6</b> 1 <b>10</b> 4+3+3 <b>3</b> 440/100	 <b>9</b> 160 <b>11</b> 2 <b>17</b> 5+6+6 <b>5</b> 670/150

ME Hand Gunners	Naffatun	Janissary Archers*	Janissary Musketeers*
 <b>13</b> 55 gun <b>11</b> 3 <b>13</b> 5+8+0 <b>9</b> 850/150	 <b>23</b> 40 nap <b>13</b> 3 <b>12</b> 5+7+0 <b>11</b> 380/50	 <b>10</b> 160 <b>10</b> 3 <b>13</b> 5+8+0 <b>11</b> 780/175	 <b>17</b> 180 gun <b>12</b> 3 <b>14</b> 5+9+0 <b>11</b> 830/175

ME Peasants	ME Halberd Militia <sup>F</sup>	Janissary Heavy Inf*	Hashishim <sup>2HP</sup>
 <b>1</b> 0 <b>0</b> 0 <b>1</b> 0+1+0 <b>1</b> 90/90	 <b>7</b> 3 APa <b>0</b> 0 <b>8</b> 5+3+0 <b>5</b> 510/150	 <b>12</b> 4 APa <b>0</b> 0 <b>10</b> 5+5+0 <b>11</b> 840/175	 <b>16</b> 3 <b>0</b> 0 <b>21</b> 6+9+6 <b>11</b> 840/250

Turkish Horse Archers	Turkomans	Sipahis*	Sipahi Lancers*	Quapukulu*
 <b>6</b> 120 <b>6</b> 2 <b>3</b> 0+3+0 <b>3</b> 420/150	 <b>6</b> 120 <b>7</b> 2 <b>8</b> 0+5+3 <b>3</b> 510/150	 <b>8</b> 120 <b>9</b> 3 <b>15</b> 5+7+3 <b>5</b> 760/175	 <b>11</b> 5 <b>11</b> 4 <b>15</b> 5+6+4 <b>9</b> 750/210	 <b>13</b> 6 <b>13</b> 4 AP <b>18</b> 8+6+4 <b>11</b> 1100/250

ME Bodyguard <sup>2HP</sup>	ME Late Bodyguard <sup>2HP</sup>	Alan Light Cav <sup>Merc</sup>	Kwarizmian <sup>Merc</sup>	Armenian Cavalry <sup>Merc</sup>
 <b>14</b> 5 <b>14</b> 4 <b>18</b> 7+7+4 <b>11</b> 900/250	 <b>13</b> 6 <b>13</b> 4 AP <b>19</b> 9+6+4 <b>11</b> 1070/250	 <b>11</b> 5 <b>10</b> 4 <b>13</b> 4+6+3 <b>9</b> 550/250	 <b>10</b> 6 <b>11</b> 4 <b>13</b> 8+5+0 <b>9</b> 750/300	 <b>10</b> 6 <b>11</b> 4 <b>16</b> 7+5+4 <b>9</b> 800/300

Armenian Archers <sup>Merc</sup>	Afghan Javelinmen <sup>Merc</sup>	KEY		
 <b>7</b> 160 <b>6</b> 1 <b>6</b> 0+3+3 <b>3</b> 390/150	 <b>10</b> 55 AP J <b>13</b> 3 <b>14</b> 0+8+6 <b>9</b> 640/150	<b>Attack</b> <sup>1</sup> charge or range <b>Attack</b> <sup>2</sup> charge or range <b>Def.</b> armor+skill+shield <b>Morale</b> Cost/upkeep	AP = Armor Piercing AC = Anti Cav bonus gun = gun powder (AP) J = Javelin a = AC4	* faction unique F = Free city garrison HP = Hit Points nap = nahptha bomb (AP)

Custom Battle availability









## Egypt



Religion: Islamic  
Regions: Cairo, Alexandria, Gaza  
Short game: Hold 15 regions; eliminate factions: Moors, Turks.  
Long game: Hold 45 regions, including: Constantinople, Jerusalem.  
Strengths: relies on powerful cavalry, mamlukes  
Weaknesses: lacks heavy infantry, particularly late period









ME Spear Militia <sup>F</sup>	Nubian Spearmen	Dis. Arab Cavalry	Saracen Militia <sup>F</sup>
 <b>5</b> 2 AC8 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 310/125	 <b>7</b> 3 AC4 <b>0</b> 0 <b>9</b> 0+3+6 <b>5</b> 400/155	 <b>7</b> 3 AC8 <b>0</b> 0 <b>13</b> 4+3+6 <b>5</b> 430/150	 <b>7</b> 3 AC8 <b>0</b> 0 <b>14</b> 5+3+6 <b>5</b> 490/155







ME Archer Militia <sup>F</sup>	ME Peasant Archers	Desert Archers	Kurdish Javelinmen <sup>*</sup>
 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>7</b> 160 <b>6</b> 1 <b>6</b> 0+3+3 <b>3</b> 390/100	 <b>6</b> 55 AP J <b>9</b> 1 <b>11</b> 0+5+6 <b>3</b> 400/125






Nubian Archers <sup>*</sup>	Sudanese Gunners	Naffatun
 <b>7</b> 160 <b>7</b> 2 AP <b>4</b> 0+1+3 <b>3</b> 470/125	 <b>16</b> 120 gun <b>9</b> 3 <b>7</b> 0+7+0 <b>9</b> 570/150	 <b>23</b> 40 nap <b>13</b> 3 <b>12</b> 5+7+0 <b>11</b> 380/50


ME Peasants	ME Halberd Militia <sup>F</sup>	Tabardariyya <sup>*</sup>	Hashishim <sup>2HP</sup>
 <b>1</b> 0 <b>0</b> 0 <b>1</b> 0+1+0 <b>1</b> 90/90	 <b>7</b> 3 APa <b>0</b> 0 <b>8</b> 5+3+0 <b>5</b> 510/150	 <b>20</b> 6 AP <b>0</b> 0 <b>11</b> 6+5+0 <b>11</b> 490/175	 <b>16</b> 3 <b>0</b> 0 <b>21</b> 6+9+6 <b>11</b> 840/250



Arab Cavalry	Desert Cavalry	Mamluks <sup>*</sup>	Mamluk Archers <sup>*</sup>
 <b>9</b> 4 <b>9</b> 3 <b>13</b> 4+5+4 <b>5</b> 510/175	 <b>8</b> 55 AP J <b>8</b> 3 <b>8</b> 0+5+3 <b>5</b> 540/150	 <b>11</b> 5 <b>10</b> 4 AP <b>15</b> 6+6+3 <b>9</b> 820/210	 <b>8</b> 120 <b>8</b> 4 AP <b>15</b> 5+7+3 <b>9</b> 900/210



Royal Mamluks <sup>*</sup>	ME Bodyguard <sup>2HP</sup>	ME Late Bodyguard <sup>2HP</sup>
 <b>14</b> 5 <b>13</b> 4 AP <b>17</b> 6+7+4 <b>11</b> 1050/250	 <b>14</b> 5 <b>14</b> 4 <b>18</b> 7+7+4 <b>11</b> 900/250	 <b>13</b> 6 <b>13</b> 4 AP <b>19</b> 9+6+4 <b>11</b> 1070/250

Sudan Tribesmen <sup>Merc</sup>	Bedouin Camels <sup>Merc</sup>	Kwarizmian <sup>Merc</sup>	KEY
 <b>13</b> 3 <b>0</b> 0 <b>8</b> 0+5+3 <b>5</b> 300/155	 <b>8</b> 120 <b>9</b> 3 <b>10</b> 0+7+3 <b>5</b> 630/300	 <b>10</b> 6 <b>11</b> 4 <b>13</b> 8+5+0 <b>9</b> 750/300	<b>Attack</b> <sup>1</sup> charge or range <b>Attack</b> <sup>2</sup> charge or range <b>Def.</b> armor+skill+shield <b>Morale</b> Cost/upkeep

AP = Armor Piercing  
AC = Anti Cav bonus  
gun = gun powder (AP)  
J = Javelin a = AC4

\* faction unique  
F = Free city garrison  
HP = Hit Points  
nap = naphtha bomb (AP)

Custom Battle availability




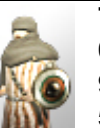





## The Moors









Religion: Islamic  
Regions: Algiers, Marrakech, Grenada, Cordoba  
Short game: Hold 15 regions; eliminate factions: Portugal, Spain.  
Long game: Hold 45 regions, including: Toledo, Jerusalem.  
Strengths: good mix of light cavalry and infantry, and effective spears  
Weaknesses: lack strong late period units




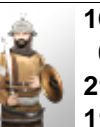





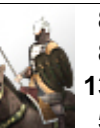
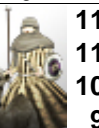
ME Town Militia <sup>F</sup>	ME Spear Militia <sup>F</sup>	Nubian Spearmen	Berber Spearmen*
 <b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 250/100	 <b>5</b> 2 AC8 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 310/125	 <b>7</b> 3 AC4 <b>0</b> 0 <b>9</b> 0+3+6 <b>5</b> 400/155	 <b>7</b> 3 AC4 <b>0</b> 0 <b>9</b> 0+3+6 <b>5</b> 400/155

Dis. Arab Cavalry	Dismounted Tuareg*	Lamtuna Spearmen*
 <b>7</b> 3 AC8 <b>0</b> 0 <b>13</b> 4+3+6 <b>5</b> 430/150	 <b>9</b> 4 AC8 <b>0</b> 0 <b>10</b> 0+4+6 <b>9</b> 510/150	 <b>9</b> 4 AC8 <b>0</b> 0 <b>10</b> 0+4+6 <b>9</b> 580/185

ME Crossbow Militia <sup>*F</sup>	Sudanese Javelins*	Desert Archers
 <b>9</b> 120 AP <b>6</b> 1 <b>8</b> 5+3+0 <b>3</b> 330/100	 <b>6</b> 55 AP J <b>6</b> 1 <b>9</b> 0+3+6 <b>3</b> 350/100	 <b>7</b> 160 <b>6</b> 1 <b>6</b> 0+3+3 <b>3</b> 390/100


ME Peasant CBow*	Sudanese Gunners	ME Hand Gunners
 <b>12</b> 120 AP <b>7</b> 1 <b>4</b> 0+4+0 <b>3</b> 400/100	 <b>16</b> 120 gun <b>9</b> 3 <b>7</b> 0+7+0 <b>9</b> 570/150	 <b>13</b> 55 gun <b>11</b> 3 <b>13</b> 5+8+0 <b>9</b> 850/150

ME Peasants	Urban Militia <sup>*F</sup>	Dis.Christian Guard*	Hashishim <sup>2HP</sup>
 <b>1</b> 0 <b>0</b> 0 <b>1</b> 0+1+0 <b>1</b> 90/90	 <b>11</b> 2 <b>0</b> 0 <b>18</b> 5+7+6 <b>5</b> 400/125	 <b>16</b> 3 <b>0</b> 0 <b>22</b> 7+9+6 <b>11</b> 690/175	 <b>16</b> 3 <b>0</b> 0 <b>21</b> 6+9+6 <b>11</b> 840/250

Arab Cavalry	Desert Cavalry	Granadine CBow Cav*	Granadine Jinetes*	Tuareg Camel Spears*
 <b>9</b> 4 <b>9</b> 3 <b>13</b> 4+5+4 <b>5</b> 510/175	 <b>8</b> 55 AP J <b>8</b> 3 <b>8</b> 0+5+3 <b>5</b> 540/150	 <b>7</b> 120 AP <b>8</b> 3 <b>9</b> 5+4+0 <b>5</b> 580/175	 <b>8</b> 55 AP J <b>8</b> 3 <b>13</b> 5+5+3 <b>5</b> 670/175	 <b>11</b> 5 <b>11</b> 4 <b>10</b> 0+6+4 <b>9</b> 600/300

Granadine Lancers*	Camel Gunners*	Christian Guard*	ME Bodyguard <sup>2HP</sup>	ME Late Bodyguard <sup>2HP</sup>
 <b>10</b> 6 <b>11</b> 4 <b>14</b> 5+5+4 <b>9</b> 750/250	 <b>16</b> 180 gun <b>8</b> 4 <b>6</b> 0+6+0 <b>9</b> 1180/300	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 970/250	 <b>14</b> 5 <b>14</b> 4 <b>18</b> 7+7+4 <b>11</b> 900/250	 <b>13</b> 6 <b>13</b> 4 AP <b>19</b> 9+6+4 <b>11</b> 1070/250

### Sudan Tribesmen<sup>Merc</sup>

 <b>13</b> 3 <b>0</b> 0 <b>8</b> 0+5+3 <b>5</b> 300/155	<b>KEY</b> <b>Attack</b> <sup>1</sup> charge or range <b>Attack</b> <sup>2</sup> charge or range <b>Def.</b> armor+skill+shield <b>Morale</b> Cost/upkeep
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AP = Armor Piercing  
AC = Anti Cav bonus  
gun = gun powder (AP)  
J = Javelin a = AC4  
\* faction unique  
F = Free city garrison  
HP = Hit Points  
nap = nahptha bomb (AP)

Custom Battle availability



## The Mongols



Religion: Islamic  
Regions: event spawn - Cental Asia  
Game: NON PLAYABLE Campaign  
Strengths: best cavalry power in known world  
Weaknesses: lacks infantry and effective gunpowder units

	ME Peasant (no spear)	ME Town Militia <sup>F</sup>	ME Spear Militia <sup>F</sup>	ME Levy Spearmen*	Dis. Light Lancer*	Dis. Heavy Lancer
	<b>1</b> 0 <b>0</b> 0 <b>1</b> 0+1+0 <b>1</b> 90/90	<b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 250/100	<b>5</b> 2 AC8 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 310/125	<b>5</b> 2 AC8 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 310/125	<b>9</b> 4 AC8 <b>0</b> 0 <b>11</b> 4+4+3 <b>9</b> 420/100	<b>12</b> 4 AC8 <b>0</b> 0 <b>13</b> 5+5+3 <b>11</b> 560/150
	ME Peasant Archers	Mongol Foot Archer*	Mongol Infantry*	Dismounted Archer*	Dis. Heavy Archers	Naffatun
	<b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	<b>7</b> 160 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 300/0	<b>9</b> 160 <b>11</b> 2 <b>16</b> 4+6+6 <b>5</b> 580/0	<b>9</b> 160 <b>8</b> 3 <b>6</b> 0+6+0 <b>9</b> 470/100	<b>9</b> 160 <b>9</b> 4 AP <b>12</b> 5+4+3 <b>9</b> 710/150	<b>23</b> 40 nap <b>13</b> 3 <b>12</b> 5+7+0 <b>11</b> 380/50
	Mongol Horse Archer*	Mongol Light Lancer*	Mongol Hvy Archer*	Mongol Hvy Lancer	Khan's Guard	Mongol Bodyguard <sup>2HP</sup>
	<b>8</b> 120 <b>8</b> 4 <b>6</b> 0+6+0 <b>9</b> 590/0	<b>10</b> 6 <b>11</b> 4 <b>12</b> 4+5+3 <b>9</b> 590/0	<b>8</b> 120 <b>8</b> 4 AP <b>15</b> 5+7+3 <b>9</b> 900/0	<b>13</b> 6 <b>13</b> 4 AP <b>14</b> 5+6+3 <b>11</b> 850/0	<b>13</b> 6 <b>13</b> 4 AP <b>17</b> 8+6+3 <b>11</b> 950/250	<b>13</b> 6 <b>14</b> 4 AP <b>17</b> 8+6+3 <b>11</b> 860/0
Kwarizmian <sup>Merc</sup>		KEY				
	<b>10</b> 6 <b>11</b> 4 <b>13</b> 8+5+0 <b>9</b> 750/300	<b>Attack</b> <sup>1</sup> charge or range <b>Attack</b> <sup>2</sup> charge or range <b>Def.</b> armor+skill+shield <b>Morale</b> Cost/upkeep	AP = Armor Piercing AC = Anti Cav bonus gun = gun powder (AP) J = Javelin a = AC4			
			* faction unique			
			F = Free city garrison			
			HP = Hit Points nap = nahptha bomb (AP)			
Custom Battle availability						

Custom Battle availability



## The Timurids






Religion: Islamic  
Regions: event spawn - Cental Asia  
Game: NON PLAYABLE Campaign  
Strengths: extremely strong cavalry units including elephants  
Weaknesses: lack heavy infantry and spears

ME Town Militia <sup>F</sup>	ME Spear Militia <sup>F</sup>	Dis. Heavy Lancer
 <b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 250/100	 <b>5</b> 2 AC8 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 310/125	 <b>12</b> 4 AC8 <b>0</b> 0 <b>13</b> 5+5+3 <b>11</b> 560/150











ME Peasant Archers	Turkish Archers	Afghan Javelinmen*	Dis. Heavy Archers
 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	 <b>7</b> 160 <b>6</b> 1 <b>10</b> 4+3+3 <b>3</b> 440/100	 <b>10</b> 55 AP J <b>13</b> 3 <b>14</b> 0+8+6 <b>9</b> 640/125	 <b>9</b> 160 <b>9</b> 4 AP <b>12</b> 5+4+3 <b>9</b> 710/150




Sabadar Militia <sup>F</sup>	ME Hand Gunners	Naffatun
 <b>9</b> 160 <b>9</b> 3 AP <b>15</b> 5+4+6 <b>9</b> 780/0	 <b>13</b> 55 gun <b>11</b> 3 <b>13</b> 5+8+0 <b>9</b> 850/150	 <b>23</b> 40 nap <b>13</b> 3 <b>12</b> 5+7+0 <b>11</b> 380/50

ME Peasant	ME Halberd Militia <sup>F</sup>
 <b>1</b> 0 <b>0</b> 0 <b>1</b> 0+1+0 <b>1</b> 90/90	 <b>7</b> 3 APa <b>0</b> 0 <b>8</b> 5+3+0 <b>5</b> 510/150



Turkish Horse Archers	Turkomans	Mongol Hvy Archer	Mongol Hvy Lancer
 <b>6</b> 120 <b>6</b> 2 <b>3</b> 0+3+0 <b>3</b> 420/150	 <b>6</b> 120 <b>7</b> 2 <b>8</b> 0+5+3 <b>3</b> 510/150	 <b>8</b> 120 <b>8</b> 4 AP <b>15</b> 5+7+3 <b>9</b> 900/0	 <b>13</b> 6 <b>13</b> 4 AP <b>14</b> 5+6+3 <b>11</b> 850/0
Khan's Guard	Mongol Bodyguard <sup>2HP</sup>	Elephants <sup>6HP</sup>	Elephant Artillery <sup>6HP</sup>
 <b>13</b> 6 <b>13</b> 4 AP <b>17</b> 8+6+3 <b>11</b> 950/250	 <b>13</b> 6 <b>14</b> 4 AP <b>17</b> 8+6+3 <b>11</b> 860/0	 <b>16</b> 120 gun <b>10</b> 9 ele <b>16</b> 13+3+0 <b>9</b> 2090/0	 <b>28</b> 350 can <b>10</b> 9 ele <b>16</b> 13+3+0 <b>9</b> 2750/0



Kwarizmian <sup>Merc</sup>	KEY		
 <b>10</b> 6 <b>11</b> 4 <b>13</b> 8+5+0 <b>9</b> 750/300	<b>Attack<sup>1</sup></b> charge or range <b>Attack<sup>2</sup></b> charge or range <b>Def.</b> armor+skill+shield <b>Morale</b> Cost/upkeep	AP = Armor Piercing AC = Anti Cav bonus gun = gun powder (AP) J = Javelin a = AC4 ele = elephant stat.	* faction unique F = Free city garrison HP = Hit Points nap = nahptha bomb (AP) can = cannon (AP)

Custom Battle availability






## The Aztecs



Religion: Pagan  
Regions: Americas  
Game: NON PLAYABLE Campaign  
Strengths: brave, zealous, and vast in numbers  
Weaknesses: completely lacking in armor and weapon technology


### Aztec Spearmen\*




	<b>7</b> 2 AC8
	<b>0</b> 0
	<b>6</b> 0+3+3
	<b>5</b> 220/125

### Aztec Spear Throwers\*



	<b>4</b> 55 J
	<b>7</b> 1
	<b>4</b> 0+1+3
	<b>3</b> 220/125

### Aztec Archers\*


	<b>5</b> 120
	<b>7</b> 1
	<b>8</b> 4+1+3
	<b>3</b> 370/125

### Arrow Warriors\*


	<b>6</b> 55 J
	<b>7</b> 4
	<b>11</b> 4+4+3
	<b>9</b> 400/0

### Aztec Peasants\*



	<b>7</b> 1
	<b>0</b> 0
	<b>4</b> 0+1+3
	<b>3</b> 180/90


### Aztec Warriors\*

	<b>9</b> 2
	<b>0</b> 0
	<b>10</b> 4+3+3
	<b>5</b> 320/155

### Eagle Warriors\*

	<b>20</b> 5
	<b>0</b> 0
	<b>9</b> 4+5+0
	<b>11</b> 340/0


### Coyote Priests\*

	<b>14</b> 3
	<b>0</b> 0
	<b>12</b> 4+5+3
	<b>11</b> 480/0


### Cuahchiqueh\*

	<b>14</b> 3
	<b>0</b> 0
	<b>12</b> 4+5+3
	<b>11</b> 540/0

### Jaguar Warriors\*

	<b>14</b> 3
	<b>0</b> 0
	<b>12</b> 4+5+3
	<b>11</b> 570/185

### Aztec Bodyguard\*<sup>2HP</sup>

	<b>14</b> 3
	<b>0</b> 0
	<b>12</b> 4+5+3
	<b>11</b> 410/0

### KEY

<b>Attack</b> <sup>1</sup>	charge or range
<b>Attack</b> <sup>2</sup>	charge or range
<b>Def.</b>	armor+skill+shield
<b>Morale</b>	Cost/upkeep

AP = Armor Piercing

AC = Anti Cav bonus

gun = gun powder (AP)

J = Javelin a = AC4

\* faction unique

F = Free city garrison

HP = Hit Points



## Papal States



Religion: Catholic  
Regions: Rome  
Game: NON PLAYABLE Campaign  
Strengths: have the typically strong militia of the Italian powers  
Weaknesses: poor cavalry






	<b>Pike Militia<sup>F</sup></b>	 <b>7</b> 2 AC8 <b>6</b> 1 <b>1</b> 0+1+0 <b>3</b> 150/125	<b>Italian Militia<sup>F</sup></b>	 <b>7</b> 3 AC4 <b>0</b> 0 <b>9</b> 0+3+6 <b>5</b> 370/125	<b>Sergeant Spearmen</b>	 <b>7</b> 3 AC8 <b>0</b> 0 <b>9</b> 0+3+6 <b>5</b> 420/155	<b>Italian Spear Militia<sup>F</sup></b>	 <b>7</b> 3 AC8 <b>0</b> 0 <b>13</b> 4+3+6 <b>5</b> 460/125	<b>Armored Sergeants</b>	 <b>7</b> 3 AC8 <b>0</b> 0 <b>14</b> 5+3+6 <b>5</b> 540/155	<b>Papal Guard*</b>	 <b>12</b> 4 AC8 <b>0</b> 0 <b>16</b> 5+5+6 <b>11</b> 740/215		
	<b>Peasant Archers</b>	 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	<b>Peasant Crossbow</b>	 <b>9</b> 120 AP <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/100	<b>Arquebusiers</b>	 <b>14</b> 120 gun <b>6</b> 1 <b>3</b> 0+3+0 <b>3</b> 460/125	<b>Pavise Cbow Militia<sup>F</sup></b>	 <b>12</b> 160 AP <b>6</b> 1 <b>14</b> 5+3+6 <b>3</b> 490/100	<b>Pavise Crossbow</b>	 <b>12</b> 160 AP <b>6</b> 1 <b>14</b> 5+3+6 <b>3</b> 490/125	<b>Hand Gunners</b>	 <b>13</b> 55 gun <b>11</b> 2 <b>13</b> 7+6+0 <b>5</b> 650/150		
		<b>Peasants</b>	 <b>4</b> 0 <b>0</b> 0 <b>3</b> 0+3+0 <b>1</b> 110/90	<b>Halberd Militia<sup>F</sup></b>	 <b>5</b> 2 APa <b>4</b> 2 APa <b>1</b> 0+1+0 <b>3</b> 300/150	<b>Dis. Italian MAA</b>	 <b>11</b> 2 <b>0</b> 0 <b>21</b> 8+7+6 <b>5</b> 460/225	<b>Dis. Broken Lances</b>	 <b>11</b> 2 <b>0</b> 0 <b>22</b> 9+7+6 <b>5</b> 490/225	<b>Dis. Feudal Knights</b>	 <b>13</b> 3 <b>0</b> 0 <b>21</b> 7+8+6 <b>9</b> 570/225	<b>Swiss Guard*</b>	 <b>12</b> 4 APa <b>11</b> 4 APa <b>12</b> 7+5+0 <b>11</b> 890/175	
		<b>Mounted Crossbow</b>	 <b>5</b> 120 AP <b>7</b> 2 <b>10</b> 5+5+0 <b>3</b> 470/175	<b>Mounted Sergeants</b>	 <b>9</b> 4 <b>9</b> 3 <b>13</b> 4+5+4 <b>5</b> 470/175	<b>Italian Cavalry Militia<sup>F</sup></b>	 <b>8</b> 5 <b>9</b> 3 <b>15</b> 7+4+4 <b>5</b> 540/150	<b>Italian Men at Arms</b>	 <b>8</b> 7 <b>9</b> 3 <b>15</b> 8+3+4 <b>5</b> 580/250	<b>Mailed Knights</b>	 <b>10</b> 6 <b>11</b> 4 <b>14</b> 5+5+4 <b>9</b> 680/250	<b>Feudal Knights</b>	 <b>10</b> 6 <b>11</b> 4 <b>16</b> 7+5+4 <b>9</b> 730/250	
	<b>Broken Lances</b>	 <b>10</b> 8 <b>11</b> 4 <b>13</b> 9+4+0 <b>9</b> 730/320	<b>Knights Templar</b>	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	<b>Knights Hospitaller</b>	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 880/250	<b>SE Bodyguard<sup>2HP</sup></b>	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 7+5+4 <b>11</b> 820/250	<b>SE Late Bodyguard<sup>2HP</sup></b>	 <b>13</b> 8 <b>14</b> 4 <b>17</b> 9+5+3 <b>11</b> 870/250				
	<b>Religious Fanatics<sup>Merc</sup></b>	 <b>13</b> 6 <b>0</b> 0 <b>1</b> 0+1+0 <b>9</b> 180/90	<b>KEY</b> <b>Attack<sup>1</sup></b> charge or range <b>Attack<sup>2</sup></b> charge or range <b>Def.</b> armor+skill+shield <b>Morale</b> Cost/upkeep											
<b>AP</b> = Armor Piercing <b>AC</b> = Anti Cav bonus <b>gun</b> = gun powder (AP) <b>J</b> = Javelin <b>a</b> = AC4													<b>* faction unique</b> <b>F</b> = Free city garrison <b>HP</b> = Hit Points <b>nap</b> = nahptha bomb (AP)	

Custom Battle availability









Appendix A







**Mercenaries\***

Welsh Spearman <sup>Eng</sup>	Flemish Pikemen <sup>Fra</sup>	Crusader Sergeants
 <b>7</b> 3 AC8 <b>0</b> 0 <b>6</b> 0+3+3 <b>5</b> 340/150	 <b>9</b> 3 AC8 <b>8</b> 2 <b>8</b> 5+3+0 <b>5</b> 340/185	 <b>7</b> 3 AC8 <b>0</b> 0 <b>14</b> 5+3+6 <b>5</b> 490/185

\* Faction abbreviations  
represent Custom Battle  
availability.







(non-merc)






Merc Spearman	Landschneckt Pike <sup>HRE</sup>	Dis Frankish Knights	Swiss Pikemen <sup>Fra</sup>	Great Cross <sup>PS</sup>	Carroccio Standard <sup>Ven,Mil</sup>
 <b>7</b> 3 AC8 <b>0</b> 0 <b>14</b> 5+3+6 <b>5</b> 540/185	 <b>11</b> 4 AC8 <b>10</b> 3 <b>4</b> 0+4+0 <b>9</b> 350/225	 <b>9</b> 4 AC8 <b>0</b> 0 <b>17</b> 7+4+6 <b>9</b> 670/270	 <b>14</b> 4 AC8 <b>13</b> 3 <b>5</b> 0+5+0 <b>11</b> 470/225	 <b>12</b> 4 AC8 <b>0</b> 0 <b>16</b> 5+5+6 <b>11</b> 750/85	 <b>12</b> 4 AC8 <b>0</b> 0 <b>16</b> 5+5+6 <b>11</b> 750/85






Balkan Archers	Irish Kerns <sup>Eng</sup>	Armenian Archers <sup>Tur</sup>	Merc Crossbowmen	Bulgarian Brigands	Welsh Longbow Merc
 <b>5</b> 120 <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 220/120	 <b>6</b> 55 AP J <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 250/100	 <b>7</b> 160 <b>6</b> 1 <b>6</b> 0+3+3 <b>3</b> 390/150	 <b>12</b> 160 AP <b>6</b> 1 <b>7</b> 4+3+0 <b>3</b> 430/180	 <b>7</b> 160 <b>9</b> 1 <b>12</b> 4+5+3 <b>3</b> 490/150	 <b>6</b> 160 AP <b>2</b> 1 <b>1</b> 0+1+0 <b>3</b> 490/180

Merc Pavise CBow	Free Company Lbow	Merc Arquebusiers	Afghan Javelinmen <sup>Tur</sup>	Catalans
 <b>12</b> 160 AP <b>6</b> 1 <b>15</b> 6+3+6 <b>3</b> 570/180	 <b>6</b> 160 AP <b>6</b> 1 <b>8</b> 5+3+0 <b>3</b> 590/180	 <b>14</b> 120 gun <b>6</b> 1 <b>8</b> 5+3+0 <b>3</b> 610/180	 <b>10</b> 55 AP J <b>13</b> 3 <b>14</b> 0+8+6 <b>9</b> 640/150	 <b>13</b> 55 AP J <b>12</b> 4 AC4 <b>12</b> 4+5+3 <b>11</b> 720/180







AP = Armor Piercing  
AC = Anti Cav bonus  
gun = gun powder (AP)  
J = Javelin (AP)







Pilgrims	Slav Mercenaries <sup>Pol</sup>	Native Mercenaries	Sudan Tribesmen <sup>Moor,Egy</sup>	Tlaxcalan Mercs	Free Company MAA
 <b>2</b> 1 <b>0</b> 0 <b>1</b> 0+1+0 <b>3</b> 120/90	 <b>5</b> 2 AC4 <b>0</b> 0 <b>7</b> 0+1+6 <b>3</b> 230/150	 <b>9</b> 2 <b>0</b> 0 <b>6</b> 0+3+3 <b>5</b> 280/155	 <b>13</b> 3 <b>0</b> 0 <b>8</b> 0+5+3 <b>5</b> 300/155	 <b>9</b> 2 <b>0</b> 0 <b>10</b> 4+3+3 <b>5</b> 310/125	 <b>16</b> 5 AP <b>0</b> 0 <b>11</b> 8+3+0 <b>5</b> 330/180

Dis Merc Ger Knights	Mutatawwi'a	Religious Fan <sup>Mil,Fra,HRE,PS</sup>	Gallgoilach <sup>Sco</sup>	Flagellants	Ghazis
 <b>9</b> 3 AP <b>0</b> 0 <b>17</b> 8+3+6 <b>5</b> 580/270	 <b>13</b> 6 <b>0</b> 0 <b>1</b> 0+1+0 <b>9</b> 160/70	 <b>13</b> 6 <b>0</b> 0 <b>1</b> 0+1+0 <b>9</b> 180/90	 <b>17</b> 6 AP <b>0</b> 0 <b>9</b> 5+4+0 <b>9</b> 380/180	 <b>10</b> 4 AP <b>0</b> 0 <b>4</b> 0+1+3 <b>9</b> 410/70	 <b>10</b> 3 AP <b>0</b> 0 <b>7</b> 0+1+6 <b>9</b> 490/70

Dis Merc Knights	Dis Crusader Knights	Elephant Merc <sup>6HP</sup>	Elephant Rocketeer <sup>6HP</sup>	Elephant Artillery <sup>6HP</sup>
 <b>13</b> 3 <b>0</b> 0 <b>23</b> 9+8+6 <b>9</b> 640/270	 <b>16</b> 3 <b>0</b> 0 <b>22</b> 7+9+6 <b>11</b> 690/270	 <b>16</b> 120 gun <b>10</b> 9 ele <b>16</b> 13+3+0 <b>9</b> 2090/350	 <b>63</b> 250 rkt <b>10</b> 9 ele <b>16</b> 13+3+0 <b>9</b> 2500/350	 <b>28</b> 350 can <b>10</b> 9 ele <b>16</b> 13+3+0 <b>9</b> 2750/350

ele = elephant stat.  
rkt = rocket (AP)  
can = cannon (AP)  
HP = Hit Points

Cuman Archers <sup>Byz</sup>	Akinjis	Turkomans Merc	Turkopolos	Bedouin Cavalry	Condottieri <sup>Sic</sup>
 <b>6</b> 120 <b>6</b> 2 <b>3</b> 0+3+0 <b>3</b> 380/180	 <b>6</b> 120 <b>6</b> 2 <b>3</b> 0+3+0 <b>3</b> 420/150	 <b>6</b> 120 <b>7</b> 2 <b>8</b> 0+5+3 <b>3</b> 510/180	 <b>6</b> 120 <b>6</b> 2 <b>10</b> 4+3+3 <b>3</b> 530/210	 <b>9</b> 4 <b>9</b> 3 <b>9</b> 0+5+4 <b>5</b> 430/180	 <b>8</b> 7 <b>9</b> 3 <b>15</b> 9+3+3 <b>5</b> 520/400














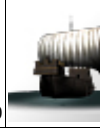



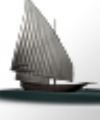


Mercenary Knights	Bedouin Camels <sup>Egy</sup>	Merc German Knights	Alan Light Cav <sup>Byz,Tur</sup>	Albanian Cavalry	Merc Frankish Knights
 <b>8</b> 7 <b>9</b> 3 <b>15</b> 8+3+4 <b>5</b> 580/300	 <b>8</b> 120 <b>9</b> 3 <b>10</b> 0+7+3 <b>5</b> 630/300	 <b>8</b> 7 <b>8</b> 3 AP <b>16</b> 9+3+4 <b>5</b> 670/300	 <b>11</b> 5 <b>10</b> 4 <b>13</b> 4+6+3 <b>9</b> 550/250	 <b>11</b> 5 <b>10</b> 4 AP <b>10</b> 4+6+0 <b>9</b> 610/210	 <b>10</b> 6 <b>11</b> 4 <b>16</b> 7+5+4 <b>9</b> 730/300

Kwarizmian <sup>Tur,Egy,Mon,Tim</sup>	Armenian Cavalry <sup>Tur</sup>	Serbian Hussars	Serbian Knights	Crusader Knights	KEY
 <b>10</b> 6 <b>11</b> 4 <b>13</b> 8+5+0 <b>9</b> 750/300	 <b>10</b> 6 <b>11</b> 4 <b>16</b> 7+5+4 <b>9</b> 800/300	 <b>13</b> 6 <b>14</b> 4 <b>15</b> 5+6+4 <b>11</b> 830/250	 <b>13</b> 8 <b>14</b> 4 <b>16</b> 8+5+3 <b>11</b> 880/300	 <b>13</b> 6 <b>14</b> 4 <b>17</b> 7+6+4 <b>11</b> 880/300	<b>Attack</b> <sup>1</sup> charge or range <b>Attack</b> <sup>2</sup> charge or range <b>Def.</b> armor+skill+shield <b>Morale</b> Cost/Upkeep

















## Appendix B

### Navy

Dhow	Cog	Longboat	Mercenary Cog	Galley	
 <div>5 6 8 20 470/150</div>	 <div>5 8 8 20 500/150</div>	 <div>8 5 8 20 500/180</div>	 <div>5 8 8 20 500/180</div>	 <div>8 7 8 20 520/150</div>	
Mercenary Galley	Ladya	Pirate Ship	Dromon	Holk	
 <div>8 7 8 20 520/180</div>	 <div>10 4 5 30 570/150</div>	 <div>10 10 8 20 570/150</div>	 <div>7 9 8 30 600/150</div>	 <div>10 12 8 30 670/200</div>	
Dragon Boat	War Galley	Fire ship	Gun Holk	Caravel	
 <div>12 10 8 30 670/200</div>	 <div>12 12 8 30 700/200</div>	 <div>16 10 8 30 700/200</div>	 <div>16 16 5 30 800/275</div>	 <div>15 15 5 30 850/275</div>	
Lanternas	Galleass	Baghlah	Carrack	Grande Carrack	KEY
 <div>18 18 5 40 970/275</div>	 <div>26 20 5 40 1150/275</div>	 <div>18 22 8 50 1150/350</div>	 <div>30 30 5 50 1500/350</div>	 <div>35 35 5 60 1900/350</div>	<div>Attack Defence Morale Crew Cost/Upkp</div>

### Artillery\*

Ballista	Catapult	Ribault	Trebuchet	Mortar
 10 180 55 AP BP 50 2 370/150	 30 200 55 AP BP 30 area 2 400/150	 5 150 65 AP BP 108 2 400/250	 90 285 55 AP BP 30 area 2 430/250	 150 300 65 AP 30 area 2 520/250
Bombard	Serpentine	Grand Bombard	Culverin	Cannon
 120 325 55 AP BP 30 area 2 610/250	 10 450 65 AP BP 36 2 700/150	 180 375 55 AP BP 30 area 2 730/250	 230 425 65 AP BP 30 area 2 800/250	 250 380 65 AP BP 30 area 2 870/250
Monster Ribault**	Basilisk	Rocket Launcher	Monster Bombard**	KEY
 5 150 68 AP BP 108 2 910/400	 330 450 65 AP BP 30 area 2 1080/400	 10 250 65 AP 108 2 1100/250	 1000 450 68 AP BP 20 area 1 1900/400	<b>Attack-bldg</b> Range <b>Attack-unit</b> damage <b>Ammo</b> types <b>Pieces</b> Cost/Upkeep

\* 16-man crews: attack 6, defence 8, morale 9 \*\* attack 9, defence 9, morale 11

AP = Armor Piercing BP = Body Piercing (passes thru men, can hit those behind) area = area effect (attacks area not just one man)



## Appendix C

### Unit Defence



Armor Piercing (AP)  
weapons ignore  
1/2 target's Armor.



Missiles ignore Skill.  
AP type ignores  
1/2 target's Armor.



Gunpowder (AP)  
ignores Skill, Shield,  
1/2 target's Armor.

Armor 360°



Venetian Heavy Infantry

#### RIGHT

Total:	Armor	Skill	Shield
<b>13</b>	7	3	3
	100%	100%	50%

#### REAR

Total:	Armor	Skill	Shield
<b>7</b>	7	X	X
min	100%	0%	0%

#### LEFT

Total:	Armor	Skill	Shield
<b>13</b>	7	3	3
	100%	100%	50%

#### FRONT

Total:	Armor	Skill	Shield
<b>16</b>	7	3	6
max	100%	100%	100%

### Missiles



	Bow		
	arrow	comp.	bodkin <sup>AP</sup>
<b>Ammo</b>	30	30	30
<b>Range</b>	120	160	160
<b>Accu.</b>	*	**	****

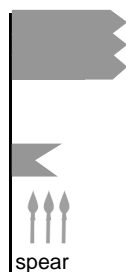
Cavalry Bow		
arrow	comp.	bodkin <sup>AP</sup>
25	25	25
120	120	120
*	**	****

Crossbow <sup>AP</sup>	
bolt	steel bolt
30	30
120	160
*	*

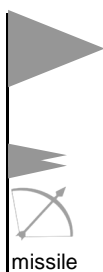
Gun Powder <sup>AP</sup>		
hand.	arque.	musket
20	20	20
55	120	180
*	**	**

Spear
javelin <sup>AP</sup>
8
55

### Unit Banners



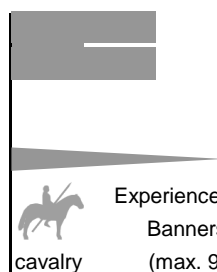
spear



missile



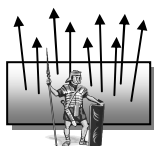
infantry



cavalry

Experience  
Banners  
(max. 9)

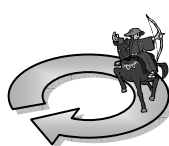
### Special Unit Formations



**forward Phalanx:**  
a slow shield wall of  
spear/pike/polearm



**Schiltrom stance:**  
a circle defence of  
spear/pike/polearm



**Cantabrian Circle:**  
circle and shoot  
with missile cavalry



**fast Wedge attack:**  
break through lines  
with cavalry

### Community Websites



totalwar.org



(official)  
totalwar.com

### TOTAL WAR CENTER

twcenter.net