

Armies of the Reformation

French Hughenot 1562 to 1576

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Superior Lancers (Gendarmes)	1/3	120	
Light Lancers (Chevaux leger)	-/1	90	
Pistol (Reiters)	-/6	95	
Light Horse (Argoulets or carabins)	1/3	80	
Superior Pike (Landsknecht)	2/6	60	May have Skirmishers
Inferior Pike (Hughenot Pike)	-/2	45	
Shot (Hughenot Arquebusier)	2/-	45	May have Skirmishers
Dragoons (Arquebusier on nags)	2/-	65	May replace ALL Hughenot Arquebusiers with Dragoons
Inferior Artillery	-/1	50	

French Hughenot 1576 to 1589

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Superior Pistols (Cuirassiers)	4/8	105	
Pistol (Reiters)	-/6	95	
Light Horse (Argoulets or carabins)	1/3	80	
Superior Pike (Landsknecht)	2/6	60	May have Skirmishers
Shot (Hughenot Arquebusier)	2/-	45	May have Skirmishers
Dragoons (Arquebusier on nags)	2/-	65	May replace ALL Hughenot Arquebusiers with Dragoons
Artillery	-/1	85	

French Hughenot 1589 to 1598

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Superior Pistols (Cuirassiers)	2/8	105	
Pistol (Reiters)	-/6	95	
Light Horse (Argoulets or carabins)	1/3	80	
Superior Pike (Landsknecht)	2/6	60	May have Skirmishers
Superior Pike (Royal Swiss)	4/8	60	May have Skirmishers
Inferior Pike (Royal French Foot)	/3	45	
Superior Shot (Hughenot Musketeers)	2/-	65	May have Skirmishers
Shot (Royal French Arquebusier)	/3	45	
Dragoons (Arquebusier on nags)	2/-	65	May replace ALL Hughenot Arquebusiers with Dragoons
Artillery	-/1	85	

French Catholic 1562 to 1568

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (Gendarmes)	2/5	110	
Lancers (Burgundian Men at Arms)	-/1	110	
Lancers (Italian Men at Arms)	-/2	110	
Light Lancers (Chevaux leger)	2/4	90	
Pistol (German Reiters)	-/3	95	
Light Horse (Argoulets)	-/2	80	
Superior Pike (Royal Swiss)	4/8	60	May have Skirmishers
Inferior Pike (Royal French Foot)	1/2	45	
Shot (Royal French Arquebusier)	2/4	45	
Superior Pike (Landsknecht)	-/2	60	May have Skirmishers
Horde (Paris Militia)	-/4	30	
Inferior Artillery	-/1	50	

French Catholic 1568 to 1589

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (Gendarmes)	2/5	110	
Lancers (Burgundian Men at Arms)	-/1	110	
Lancers (Italian Men at Arms)	-/2	110	
Pistol (Chevaux leger)	2/4	95	
Pistol (German Reiters)	-/3	95	
Light Horse (Argoulets)	-/2	80	
Superior Pike (Royal Swiss)	4/8	60	May have Skirmishers
Inferior Pike (Royal French Foot)	1/2	45	
Shot (Royal French Arquebusier)	2/4	45	
Superior Pike (Landsknecht)	-/2	60	May have Skirmishers
Horde (Paris Militia)	-/4	30	
Inferior Artillery	-/1	50	

French Catholic 1589 to 1597

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (Gendarmes)	2/5	110	
Light Lancers (Spanish Walloon)	-/4	90	
Pistol (Chevaux leger)	2/4	95	
Pistol (German Reiters)	-/3	95	
Light Horse (Argoulets)	-/2	80	
Light Horse (Spanish Walloon Herguletiers)	-/1	80	
Inferior Pike (French Foot)	-/1	45	
Shot (French Arquebusier)	-/2	45	
Superior Pike (Catholic Swiss)	-/2	60	May have Skirmishers
Horde (Paris Militia)	-/4	30	
Artillery	-/1	85	

Low Countries Spanish 1559 to 1568

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Gente d'armas)	-/1	120	
Light Lancers (Caballos ligeros)	2/6	90	
Light Horse (Herguletiers)	*	80	Must buy 1 per every 4 Light Lancers, round up.
Superior Pikes (Tercios)	3/-	60	May be part of a Tercio. May buy 1 Skirmisher per every 8 Shot, round up
Shot (Tercios)	3/-	45	May be part of a Tercio. May buy 1 Skirmisher per every 8 Shot, round up
Artillery	-/1	85	

Low Countries Spanish 1568 to 1578

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Gente d'armas)	-/1	120	
Light Lancers (Caballos ligeros)	2/6	90	
Pistol (German Reiters)	-/3	95	
Light Horse (Herguletiers)	*	80	Must buy 1 per every 4 Light Lancers, round up.
Superior Pikes (Tercios)	3/-	60	May be part of a Tercio. May buy 1 skirmisher per every 8 Shot, round up
Shot (Tercios)	3/-	45	May be part of a Tercio. May buy 1 skirmisher per every 8 Shot, round up
Artillery	-/1	85	

Low Countries Spanish 1578 to 1589

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Gente d'armas)	-/1	120	
Light Lancers (Caballos ligeros)	2/6	90	
Pistol (German Reiters)	-/3	95	
Pistol (Herreruelos)	-/3	95	
Light Horse (Herguletiers)	*	80	Must buy 1 per every 4 Light Lancers, round up.
Superior Pikes (Tercios)	3/-	60	May be part of a Tercio. May buy 1 skirmisher per every 8 Shot, round up
Superior Shot (Tercios)	3/-	65	May be part of a Tercio. May buy 1 skirmisher per every 8 Shot, round up
Artillery	-/1	85	

Low Countries Spanish 1589 to 1630*

* If later than 1592, downgrade Good Captain to Lesser Captain

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Gente d'armas)	-/1	120	
Lancers (French Catholic gendarmes)	1/2	110	
Light Lancers (Caballos ligeros)	2/6	90	
Pistol (French Catholic chevaux leger)	1/3	95	
Pistol (German Reiters)	-/3	95	
Pistol (Herreruelos)	-/3	95	
Light Horse (Herguletiers)	*	80	Must buy 1 per every 4 Light Lancers, round up.
Superior Pikes (Tercios)	3/-	60	May be part of a Tercio. May buy 1 skirmisher per every 8 Shot, round up
Superior Pikes (Papal Swiss)	-/2	60	May have Skirmishers
Inferior Pikes (French Catholic Foot)	-/1	45	
Superior Shot (Tercios)	2/-	65	May be part of a Tercio. May buy 1 skirmisher per every 8 Shot, round up
Shot (French Catholic Foot)	-/2	45	
Artillery	-/1	85	

Dutch Rebellion 1568 to 1577

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistol (German Reiters)	3/-	95	
Light Horse (Carabins)	1/3	80	
Superior Pike (Landsknecht)	3/-	60	May have Skirmishers
Blades (Burghers)	-/2	45	
Shot (Dutch Levies)	-/-	45	
Artillery	-/1	85	

Dutch Rebellion 1577 to 1590

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistol (German Reiters)	3/-	95	
Light Lancer (Dutch, English Demi-lances)	1/4	90	
Light Horse (Carabins)	1/3	80	
Inferior Pikes (Huguenot Volunteers)	-/2	45	
Superior Pikes (Dutch, English, Walloon)	2/-	60	
Shot (Dutch, English, Walloon)	1/-	45	
Superior Shot (Dutch, English, Walloon)	2/-	65	
Blades (Burghers)	-/2	45	
Artillery	-/1	85	

Dutch Rebellion 1590 to 1606

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistol (German Reiters)	3/-	95	
Superior Pistol (Dutch, English Cuirassier)	1/4	105	
Light Horse (Carabins)	1/3	80	
Inferior Pikes (Huguenot Volunteers)	-/2	45	
Superior Pikes (Dutch, English, Walloon)	2/-	60	
Shot (Dutch, English, Walloon)	1/-	45	
Superior Shot (Dutch, English, Walloon)	2/-	65	
Blades (Burghers)	-/2	45	
Artillery	-/1	85	

Dutch Rebellion 1606 to 1621

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistol (German Reiters)	3/-	95	
Superior Pistol (Dutch, English Cuirassier)	1/4	105	
Light Horse (Carabins)	1/3	80	
Superior Dragoons	-/1	85	
Inferior Pikes (Huguenot Volunteers)	-/2	45	
Superior Pikes (Dutch, English, Walloon)	2/-	60	
Shot (Dutch, English, Walloon)	1/-	45	
Superior Shot (Dutch, English, Walloon)	2/-	65	
Blades (Burghers)	-/2	45	
Artillery	-/1	85	

Dutch Rebellion 1622 to 1648

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistol (German Reiters)	3/-	95	
Superior Pistol (Dutch, English Cuirassier)	1/4	105	
Light Horse (Carabins)	1/3	80	
Superior Dragoons	-/1	85	
Inferior Pikes (Huguenot Volunteers)	-/2	45	
Superior Pikes (Dutch, English, Walloon)	2/-	60	
Superior Shot (Dutch, English, Walloon)	2/-	65	
Blades (Burghers)	-/2	45	
Artillery	-/1	85	

Elizabethan English 1559 to 1575

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Lancers (Demi-Lances)	1/3	90	
Light Horse (Light staves)	*	80	Minimum 1, maximum 3 per Light Lancers
Shot (Calivers)	2/6	45	
Superior Pike	*	60	Must buy 1 for each Shot
Blades (Billmen)	*	45	Must buy 1 for each Shot
Bow (Longbowmen)	*	55	Must buy 1 for each Shot
Artillery	-/1	85	

Elizabethan English 1560

Only used for England's intervention in Scotland, 1560

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Gentlemen Pensioners)	-/1	120	
Light Lancers (Demi-Lances)	1/3	90	
Light Horse (Light staves)	*	80	Minimum 1, maximum 3 per Light Lancers
Light Horse (Scots cavalry)	-/2	80	
Shot (Calivers)	2/6	45	
Superior Pike	*	60	Must buy 1 for each Shot
Blades (Billmen)	*	45	Must buy 1 for each Shot
Bow (Longbowmen)	*	55	Must buy 1 for each Shot
Superior Pike (Scots foot)	-/4	60	
Artillery	-/1	85	

Elizabethan English 1575 to 1586

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Lancers (Demi-Lances)	1/3	90	
Light Horse (Light staves)	*	80	Minimum 1, maximum 3 per Light Lancers
Shot (Calivers)	2/6	45	
Superior Pike	*	60	Must buy 2 for each Shot
Superior Shot (Musketeers)	*	65	Must buy 1 for each Shot
Artillery	-/1	85	

Elizabethan English 1586 to 1603

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Lancers (Demi-Lances)	1/3	90	
Light Horse (Light staves)	*	80	Minimum 1, maximum 3 per Light Lancers
Light Horse (Petronels)	*	80	Minimum 1, maximum 2 per Light Lancers
Shot (Calivers)	2/6	45	
Superior Pike	*	60	Must buy 2 for each Shot
Superior Shot (Musketeers)	*	65	Must buy 1 for each Shot
Artillery	-/1	85	

Old Irish 1494 to 1525

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Light Horse (Irish horse)	1/6	80	
Blades (Galloglauch)	4/-	45	May have Skirmishers (Kerns w/darts or bows)
Warband (Bonnachts)	6/-	70	May have Skirmishers (Kerns w/darts or bows)
<i>If General is the King's Deputy:</i>			
Light Lancers (English Pale spearmen)	1/2	90	
Blades (English Pale billmen)	-/1	45	
Bow (English Pale longbowmen)	2/6	55	

Old Irish 1525 to 1560

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Light Horse (Irish horse)	1/6	80	
Blades (Galloglauch)	4/-	45	May have Skirmishers (Kerns w/darts or arquebus)
Warband (Bonnachts)	6/-	70	May have Skirmishers (Kerns w/darts or arquebus)
<i>If General is the King's Deputy:</i>			
Light Lancers (English Pale spearmen)	1/2	90	
Blades (English Pale billmen)	-/1	45	
Bow (English Pale longbowmen)	2/6	55	
Inferior Artillery	-/1	50	

Old Irish 1560 to 1594

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Light Horse (Irish horse)	1/6	80	
Blades (Galloglauch)	4/-	45	May have Skirmishers (Kerns w/darts or arquebus)
Warband (Bonnachts)	6/-	70	May have Skirmishers (Kerns w/darts or arquebus)
Warband (Scots red shanks)	-/6	70	
<i>If General is the King's Deputy:</i>			
Light Lancers (English Pale spearmen)	1/2	90	
Blades (English Pale billmen)	-/1	45	
Shot (English Pale arquebusiers)	2/6	55	
Inferior Artillery	-/1	50	

Old Irish 1594 to 1601

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Light Horse (Irish horse)	1/6	80	
Superior Pike (Galloglauch)	2/-	60	May have Skirmishers (Kerns w/arquebus)
Blades (Galloglauch)	2/-	45	May have Skirmishers (Kerns w/arquebus)
Pike (Bonnachts)	3/-	45	May have Skirmishers (Kerns w/arquebus)
Shot (Bonnachts)	3/-	45	May have Skirmishers (Kerns w/arquebus)
Warband (Scots red shanks)	-/6	70	
Inferior Artillery	-/1	50	

Armies of the Chinese and Japanese Wars

Ming Chinese 1494 to 1540

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Regular cavalry)	-/5	95	
Light Horse (Mercenary cavalry)	2/4	80	
Blades (Chinese Infantry)	4/8	45	May buy 1 Fast Blade per 1000, attached to any foot unit
Bows (Archers or crossbowmen)	4/8	55	May buy 1 Fast Blade per 1000, attached to any foot unit
Shot (Handgunners)	-/3	45	May buy 1 Fast Blade per 1000, attached to any foot unit
Inferior Artillery	-/1	50	
Inferior Artillery (Rocketeers)	-/4	50	
Horde (Chinese Militia)	-/10	30	
Warband (Chuang or southern tribes)	-/6	70	

Ming Chinese 1540 to 1568

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Regular cavalry)	-/5	95	
Light Horse (Mercenary cavalry)	2/4	80	
Blades (Chinese Infantry)	4/8	45	May buy 1 Fast Blade per 1000, attached to any foot unit
Bows (Archers or crossbowmen)	4/8	55	May buy 1 Fast Blade per 1000, attached to any foot unit
Shot (Handgunners)	-/4	45	May buy 1 Fast Blade per 1000, attached to any foot unit
Inferior Artillery	-/1	50	
Artillery	-/1	85	
Inferior Artillery (Rocketeers)	-/2	50	
Horde (Chinese Militia)	-/10	30	
Warband (Chuang or southern tribes)	-/6	70	

Ming Chinese (Wo-k'ou Pirates only) 1542 to 1570

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/1	45	
Superior Shot (Matchlockmen)	2/8	80	
Blades (Chinese Infantry)	4/8	45	May buy 1 Fast Blade per 1000, attached to any foot unit
Bows (Archers or crossbowmen)	4/8	55	May buy 1 Fast Blade per 1000, attached to any foot unit
Shot (Handgunners)	-/4	45	May buy 1 Fast Blade per 1000, attached to any foot unit
Inferior Artillery	-/1	50	
Artillery	-/1	85	
Inferior Artillery (Rocketeers)	-/2	50	
Horde (pirate followers)	-/10	30	
Warband (Chuang or southern tribes)	-/6	70	

Ming Chinese 1568 to 1571

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Regular cavalry)	-/5	95	
Light Horse (Mercenary cavalry)	2/4	80	
Blades (Chinese Infantry)	4/8	45	May buy 1 Fast Blade per 1000, attached to any foot unit
Bows (Archers or crossbowmen)	4/8	55	May buy 1 Fast Blade per 1000, attached to any foot unit
Shot (Handgunners)	-/4	45	May buy 1 Fast Blade per 1000, attached to any foot unit
Inferior Artillery	-/1	50	
Artillery	-/1	85	
Inferior Artillery (Rocketeers)	-/2	50	
Horde (Chinese Militia)	-/10	30	
Warband (Chuang or southern tribes)	-/6	70	
War Wagons	-/1	130	

Mongolian 1494 to 1700

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Sipahis (Mongol Cavalry)	-/3	125	
Pistols (Mongol Cavalry)	3/-	95	
Light Horse (Mongol Cavalry)	5/-	80	
Horde (Serfs and camp followers)	-/2	30	

Jurchen 1494 to 1635

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Pistols (Cavalry)	4/-	95	
Light Horse (Cavalry)	4/-	80	
Horde (Slaves and levies)	-/5	30	

Korean 1494 to 1598

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Cavalry)	3/-	95	
Light Horse (Light cavalry)	-/6	80	
Bow (Archers)	4/-	55	
Blades (Halberdiers)	-/2	45	
Inferior Pikes (Spearmen)	4/-	45	
Horde (Peasant spearmen)	-/6	30	
Inferior Artillery (Chinese-type rockets)	-/2	50	
Inferior Artillery (Light Guns)	1/2	50	

Korean 1598 to 1628

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Cavalry)	3/-	95	
Light Horse (Light cavalry)	-/6	80	
Bow (Archers)	2/-	55	
Shot (hand gunners)	2/4	45	
Blades (Halberdiers)	-/2	45	
Inferior Pikes (Spearmen)	4/-	45	
Horde (Peasant spearmen)	-/6	30	
Inferior Artillery (Chinese-type rockets)	-/2	50	
Inferior Artillery (Light Guns)	1/2	50	

Korean 1628 to 1700

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Cavalry)	3/-	95	
Light Horse (Light cavalry)	-/6	80	
Bow (Archers)	2/-	55	
Shot (hand gunners)	2/4	45	
Blades (Halberdiers)	-/2	45	
Inferior Pikes (Spearmen)	4/-	45	
Horde (Peasant spearmen)	-/6	30	
Inferior Artillery (Chinese-type rockets)	-/2	50	
Inferior Artillery (Light Guns)	1/2	50	
Artillery	-/1	85	

Japanese 1494 to 1542

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Mounted Samurai w/bow)	-/5	95	
Superior Blades (Samurai w/yari or naginata)	4/-	60	
Blades (Ashigaru w/yari or naginata)	4/-	45	
Bows (Ashigaru bowmen)	-/4	55	
Blades (Ronin or mercenary swordsmen)	-/3	45	

Japanese 1542 to 1614

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Lancers (Mounted Samurai w/yari)	-/5	90	
Superior Blades (Samurai w/yari or naginata)	4/-	60	
Blades (Ashigaru w/yari or naginata)	4/-	45	
Bows (Ashigaru bowmen)	-/4	55	
Superior Shot (Ashigaru matchlocks)	-/4	65	
Blades (Ronin or mercenary swordsmen)	-/3	45	
Inferior Artillery (light cannons)	-/1	50	

Japanese (Sohei Monks) until 1571

** See Notes Below

Units	Min/Max	Cost	Notes
Good Captain	-/1	80	
War Wagon (portable shrine and escort)	1	130	
Blades (Sohei warrior monks w/naginata)	4/8	45	
Pistol (Sohei warrior monks mounted)	-/1	95	

**These units are added to the appropriate Japanese list above. The Sohei captain can only command Sohei and Ashigaru

Manchu and Ch'ing Chinese 1601 to 1621

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Horse (Manchu banner cavalry)	4/-	80	
Pistols (Manchu banner cavalry)	4/-	95	

Manchu and Ch'ing Chinese 1621 to 1634

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Horse (Manchu banner cavalry)	2/-	80	
Pistols (Manchu banner cavalry)	2/-	95	
Light Horse (Chinese cavalry)	1/3	80	
Blades (Chinese spearmen and swordsmen)	2/6	45	
Bow (Chinese archers)	2/6	55	
Shot (Chinese matchlockmen)	-/3	45	
Artillery	-/1	85	
Inferior Artillery (Chinese jingals)	-/2	50	

Manchu and Ch'ing Chinese 1634 to 1700

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Horse (Manchu banner cavalry)	2/-	80	
Pistols (Manchu banner cavalry)	2/-	95	
Pistols (Mongol bannermen)	2/-	95	
Light Horse (Chinese cavalry)	1/3	80	
Blades (Chinese spearmen and swordsmen)	2/6	45	
Bow (Chinese archers)	2/6	55	
Shot (Chinese matchlockmen)	-/3	45	
Artillery	-/1	85	
Inferior Artillery (Chinese jingals)	-/2	50	

Tibetian 1494 to 1700

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Pistol (Armored cavalry)	3/-	95	
Superior Sipahis (Cavalry w/armored horses)	-/4	125	
Light Horse (Nomads)	2/-	80	
Pistol (Nomad nobels)	-/1	95	
Bow (Armored archers)	-/-	55	
Horde (Levied serfs)	5/-	30	May have Skirmishers (Herdsman w/slings)

Armies of the Turkish Wars

Ottoman Turk 1494 to 1595

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Sipahis (Qapukulu cavalry)	1/3	125	
Pistols (Feudal sipahis)	3/-	95	
Light Horse (Akinjis)	2/-	80	
Light Horse (Delis, Kurds or Bedouin Arabs)	-/2	80	
Light Horse (Djanbazan, Turkoman, Tartars)	-/3	80	
Warband (laylars)	-/2	70	*
Blades (Voynuks)	-/2	45	*
Bows (Janissary archers)	1/6	55	*
Shot (Janissary arquebusier)	-/3	45	*
Bows (Azab archers)	1/2	55	*
Horde (Azabs)	2/4	30	*
Horde (Levendat or European levy)	-/3	30	*
Artillery (Bombards)	-/1	85	
War Wagon	-/1	130	

*May purchase 1 Skirmisher per 1000 points attached to any Infantry (Janissary w/ long arquebus)

Ottoman Turk 1595 to 1625

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Qapukulu cavalry)	1/3	95	
Pistols (Feudal sipahis)	3/-	95	
Pistols (Akinjis)	2/-	95	
Light Horse (Delis, Kurds or Bedouin Arabs)	-/2	80	
Superior Dragoons (Slavs or Anatolians)	-/1	85	
Bows (Janissary archers)	-/3	55	
Shot (Janissary arquebus)	1/3	45	
Bows (Azab archers)	1/2	55	
Horde (Azabs)	2/4	30	
Horde (Levendat or European levy)	-/3	30	
Artillery (Bombards)	-/1	85	
Fast Artillery (Camel guns)	-/1	95	

*May purchase 2 Skirmishers per 1000 points attached to any Infantry (Slav or Anatolian sharpshooters)

Ottoman Turk 1625 to 1700

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Qapukulu cavalry)	1/3	95	
Pistols (Feudal sipahis)	3/-	95	
Pistols (Akinjis)	2/-	95	
Light Horse (Delis, Kurds or Bedouin Arabs)	-/2	80	
Superior Dragoons (Slavs or Anatolians)	-/1	85	
Shot (Janissary arquebus)	1/6	45	
Bows (Azab archers)	1/2	55	
Horde (Azabs)	2/4	30	
Horde (Levendat or European levy)	-/3	30	
Artillery (Bombards)	-/1	85	
Fast Artillery (Camel guns)	-/1	95	

*May purchase 2 Skirmishers per 1000 points attached to any Infantry (Slav or Anatolian sharpshooters)

Anatolian Turkoman 1494 to 1515

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Pistols (Nobles)	3/-	95	
Superior Sipahis (Nobles)	-/4	125	
Light Horse (Tribesmen)	4/-	80	
Warbands	-/4	70	
Bows	-/4	55	
Hordes (Akhiya town militia)	-/4	30	
Artillery (Bombards)	-/1	85	
Inferior Artillery (Light Guns)	-/2	50	

Mamluk Egyptian 1494 to 1516

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Sipahis (Mamluks)	3/-	125	
Light Horse (Bedouin Arabs)	-/6	80	
Bows (Halqa archers)	-/2	55	
Shot (Arquebusiers)	1/3	45	Only in the Red Sea
Artillery (Bombards)	-/1	85	Only in the Red Sea

Mamluk Egyptian 1517

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Sipahis (Mamluks)	3/-	125	
Light Horse (Bedouin Arabs)	-/6	80	
Bows (Halqa archers)	-/2	55	
Shot (Arquebusiers)	1/3	45	
Horde (City rabble)	-/4	30	
Artillery (Bombards)	-/1	85	
War Wagon	-/1	130	
Fast Artillery (Camel guns)	1/2	95	

Hungarian 1494 to 1526

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Superior Lancers (Royal banderium)	-/1	120	
Lancers (Hungarian nobles)	2/5	110	
Light Horse (Hussars & Szekelers)	3/-	90	
Superior Pike (Landsknecht)	2/4	60	May have Skirmishers. Minimum only applies if Landsknecht are used
Shot (Italian arquebusiers)	-/2	45	
Blades (Polish drabs)	-/1	45	
Shot (Polish drabs)	-/1	45	
Bows (Hungarian archers)	3/-	55	
Inferior Artillery	-/2	50	

Knights of St John 1494 to 1522

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Brother Knights)	1/4	120	
Superior Blades (Brother Knights)	*	60	May replace any or all Superior Lancers with Superior Blades
Lancers (Serving brethren)	2/4	110	
Superior Blades (Serving brethren)	*	60	May replace any or all Lancers with Superior Blades
Light Horse (Turcoples)	-/1	80	
Bows (Greek or Cretan archers & crossbows)	4/-	55	
Blades (mercenary halberdiers)	-/2	45	
Shot (mercenary arquebusiers)	1/4	45	
Artillery (Bombards)	-/1	85	
Inferior Artillery (Organ guns)	-/1	50	

Knights of St John 1522 to 1565

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Brother Knights)	1/4	120	
Superior Blades (Brother Knights)	*	60	May replace any or all Superior Lancers with Superior Blades
Lancers (Serving brethren)	2/4	110	
Blades (Serving brethren)	*	45	May replace any or all Lancers with Blades
Superior Pikes (Mercenary pikemen)	3/6	60	
Shot (Mercenary arquebusier)	3/6	45	
Artillery (Bombards)	-/1	85	
Inferior Artillery (Organ guns)	-/1	50	

Knights of St John 1565 to 1575

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Brother Knights)	1/4	120	
Superior Blades (Brother Knights)	*	60	May replace any or all Superior Lancers with Superior Blades
Lancers (Serving brethren)	2/4	110	
Blades (Serving brethren)	*	45	May replace any or all Lancers with Blades
Superior Pikes (Mercenary pikemen)	3/6	60	
Shot (Mercenary arquebusier)	3/6	45	
Hordes (Maltese levies)	1/3	30	
Artillery (Bombards)	-/1	85	
Inferior Artillery (Organ guns)	-/1	50	

Venetian Colonial 1494 to 1559

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (Elmeti)	2/5	110	
Light Horse (Mounted crossbowmen)	1/4	80	
Light Horse (Stradiots)	3/-	80	
Bows (Mercenary foot crossbows)	-/3	55	May have Fast Blades
Shot (Mercenary arquebusier)	-/6	45	
Shot (Militia arquebusier)	-/4	45	
Warband (Scapoli)	-/2	70	
Artillery	-/1	85	

Venetian Colonial 1559 to 1606

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Lancers (Cavalleria leggiera)	2/5	90	
Pistols (Reiters)	1/3	95	
Light Horse (Mounted arquebusiers)	1/2	80	
Light Horse (Stradiots)	2/-	80	
Superior Pike (Landsknecht)	3/6	60	May have Skirmishers
Shot (Mercenary arquebusier)	-/6	45	
Shot (Militia arquebusier)	-/4	45	
Warband (Scapoli)	-/2	70	
Artillery	-/1	85	

White Sheep Turkoman 1494 to 1504

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Sipahis (Pushan-push)	1/4	125	
Pistols (Tirkash-band)	2/-	95	
Pistols (Qullughchi)	1/4	95	
Pistols (Kurdish cavalry)	-/4	95	
Light Horse (Turkoman tribal horse)	2/-	80	
Bows (Archers)	2/-	55	
Hordes (camp followers and levy foot)	1/4	30	
Artillery (Bombards)	-/1	85	

Safavid Persian 1499 to 1520

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Sipahis (Qizilbashes)	2/-	125	
Pistols (Feudal cavalry)	3/-	95	
Light Horse (Turkomans)	-/4	80	
Bows (Levy archers)	-/-	55	
Hordes (Levys and camp followers)	1/3	30	

Safavid Persian 1520 to 1590

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Sipahis (Qizilbashes)	2/-	125	
Pistols (Feudal cavalry)	3/-	95	
Light Horse (Turkomans)	-/4	80	
Bows (Levy archers)	-/-	55	
Shot (Tribal or garrison arquebusiers)	-/2	45	
Hordes (Levys and camp followers)	1/3	30	
Inferior Artillery (Darbzan)	-/1	50	

Safavid Persian 1590 to 1639

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Sipahis (Qizilbashes)	1/-	125	
Pistols (Qullar)	3/-	95	
Light Horse (Turkomans)	-/4	80	
Superior Shot (Tufangchis)	3/-	65	
Bows (Levy archers)	-/-	55	
Warbands (Mercenary swordsmen)	-/3	70	
Hordes (Levys and camp followers)	1/3	30	
Artillery (Topchis artillery)	-/1	85	
Fast Artillery (Zamburak Camel guns)	-/2	95	

Wallachian, Moldavian, Transylvanian 1494 to 1533

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (rich Boyars)	1/3	95	
Light Lancers (rich Boyars)	*	90	Only Moldavians, replace all above Pistols with Light Lancers
Light Horse (lesser Boyars or viteji)	3/-	80	
Blades (armored voynuks)	-/2	45	
Bows	4/-	55	
Bows (Mercenary crossbowmen)	-/2	55	
Shot (Mercenary arquebusiers)	-/2	45	
Peasants	-/6	30	
Artillery (Bombards)	-/1	85	

Wallachian, Moldavian, Transylvanian 1533 to 1606

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Lancers (rich Boyars)	1/3	90	
Light Horse (lesser Boyars or viteji)	3/-	80	
Blades (armored voynuks)	-/2	45	
Bows	4/-	55	
Bows (Mercenary crossbowmen)	-/2	55	
Shot (Mercenary arquebusiers)	-/2	45	
Peasants	-/6	30	
Artillery (Bombards)	-/1	85	

Wallachian, Moldavian, Transylvanian 1606 to 1648

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Lancers (rich Boyars)	1/3	90	
Light Horse (lesser Boyars or viteji)	3/-	80	
Light Horse (Szecklers)	-/2	80	
Light Horse (Mercenary harquebusiers)	-/1	80	
Shot (Haiduks)	3/5	45	Transylvanian army only
Dragoons (Wallachian seimeni)	-/2	65	
Superior Shot (Wallachian dorobanti)	-/2	65	
Superior Pike (Mercenary cuirassiers)	-/1	60	
Superior Pike (Mercenary pikemen)	2/4	60	
Superior Shot (Mercenary musketeers)	2/4	65	
Peasants	-/6	30	
Artillery (Field guns)	-/1	85	

Austrian Imperial 1556 to 1609

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (Archduke's guards)	-/3	110	
Light Lancers (Austrian feudal horse)	1/-	90	
Pistols (Reiters)	2/-	95	
Light Horse (Carabins)	1/-	80	
Light Horse (Hungarian Hussars)	-/-	80	
Superior Pike	4/-	60	May have Skirmishers (Grenzer)
Shot (Arquebusiers)	2/-	45	
Superior Shot (Musketeers)	-/4	65	
Artillery	-/2	85	
Inferior Artillery	-/1	50	

Armies of the Italian Wars

Italian Condotta 1494 to 1521

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (Condottieri or Lanze spezzate elmeti)	-/-	110	
Superior Lancers (Famiglia ducale elmeti)	-/1	120	Milan Only
Light Horse (Mounted Crossbowmen)	1/4	80	
Light Horse (Mounted Arquebusiers)	-/1	80	Milan Only
Bows (Militia Crossbowmen)	-/4	55	
Bows (Mercenary Crossbowmen)	-/3	55	May have up to 2 Fast Blades per 1000
Shot (Italian arquebusiers)	-/3	45	Milan's Maximum is 6
Superior Pikes (Landsknecht)	-/2	60	Florence or the Papacy Only. May have up to 1 Skirmisher per 1000
Superior Pikes (Romandiole)	-/6	60	Papacy Only, from 1496-1503
Inferior Pikes (Militia Pikes)	4/-	45	Florence Only, after 1506
Inferior Artillery (Organ Guns)	-/1	50	
Artillery (Bombards)	-/1	85	
Horde (Pioneers)	-/2	30	

Italian Condotta 1521 to 1553

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (Condottieri or Lanze spezzate elmeti)	-/-	110	
Superior Lancers (Famiglia ducale elmeti)	-/1	120	Milan Only
Light Horse (Mounted Crossbowmen)	1/4	80	
Light Horse (Mounted Arquebusiers)	-/1	80	Milan Only
Bows (Militia Crossbowmen)	-/4	55	Florence and Sienna use Shot
Bows (Mercenary Crossbowmen)	-/3	55	Florence and Sienna use Shot. May have up to 2 Fast Blades per 1000
Shot (Italian arquebusiers)	-/3	45	Milan's Maximum is 6
Superior Pikes (Landsknecht)	-/2	60	Florence or the Papacy Only. May have up to 1 Skirmisher per 1000
Superior Pikes (Landsknecht)	2/4	60	Sienna Only, from 1552-53. May have up to 1 Skirmisher per 1000
Inferior Pikes (Militia Pikes)	4/-	45	Florence Only
Inferior Artillery (Organ Guns)	-/1	50	
Artillery (Bombards)	-/1	85	
Horde (Pioneers)	-/2	30	

Italian Wars French 1494 to 1496

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Ordonnance gendarmes)	3/5	120	
Light Lancers (Ordonnance archers)	*	90	May buy 1 per Superior Lancer purchased
Light Horse (Mounted Crossbows)	1/2	80	
Inferior Pike (old bands of Picardy & Piedmont)	-/-	45	May buy Skirmishers (adventurier crossbows)
Superior Pike (Swiss Pikemen)	4/-	60	May buy Shirmishers
Artillery	-/2	85	

Italian Wars French 1496 to 1512

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Ordonnance gendarmes)	3/5	120	
Lancers (Italian elmati)	-/2	110	
Light Lancers (Ordonnance archers)	*	90	May buy 1 per Superior Lancer purchased
Light Horse (Mounted Italian Xbows/Stradiots)	1/3	80	
Light Horse (Mounted Crossbows)	1/2	80	
Light Horse (Argoulets)	-/2	80	
Inferior Pike (old bands of Picardy & Piedmont)	-/-	45	May buy Skirmishers (adventurier crossbows)
Superior Pike (Swiss Pikemen)	4/-	60	May buy Shirmishers
Shot (Italian arquebusier)	-/4	45	
Artillery	-/2	85	

Italian Wars French 1512 to 1522

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Ordonnance gendarmes)	3/5	120	
Lancers (Italian elmati)	-/2	110	
Light Lancers (Ordonnance archers)	*	90	May buy 1 per Superior Lancer purchased
Light Horse (Mounted Italian Arquebus/Stradiots)	1/3	80	
Light Horse (Mounted Crossbows)	1/2	80	
Light Horse (Argoulets)	-/2	80	
Inferior Pike (old bands of Picardy & Piedmont)	-/-	45	May buy Skirmishers (adventurier crossbows)
Inferior Pike (Adventurier or Italian)	-/3	45	
Superior Pike (Landsknecht Pikemen)	2/-	60	May buy Shirmishers
Shot (Italian arquebusier)	-/4	45	
Artillery	-/2	85	

Italian Wars French 1522 to 1535

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Ordonnance gendarmes)	3/5	120	
Lancers (Italian elmati)	-/2	110	
Light Lancers (Ordonnance archers)	*	90	May buy 1 per Superior Lancer purchased
Light Horse (Mounted Italian Arquebus/Stradiots)	1/3	80	
Light Horse (Argoulets)	-/2	80	
Inferior Pike (old bands of Picardy & Piedmont)	-/-	45	May buy Skirmishers (adventurier arquebusier)
Inferior Pike (Adventurier or Italian)	-/3	45	
Superior Pike (Swiss Pikemen)	2/-	60	May buy Shirmishers
Superior Pike (Landsknecht Pikemen)	2/-	60	May buy Shirmishers
Shot (Italian arquebusier)	-/4	45	
Artillery	-/2	85	

Italian Wars French 1535 to 1543

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Ordonnance gendarmes)	3/5	120	
Lancers (Italian elmati)	-/2	110	
Light Lancers (Ordonnance archers)	*	90	May buy 1 per Superior Lancer purchased
Light Horse (Mounted Italian Arquebus/Stradiots)	1/3	80	
Light Horse (Argoulets)	-/2	80	
Inferior Pike (Legions)	-/4	45	
Inferior Shot (Legions)	-/2	45	
Inferior Pike (Adventurier or Italian)	-/3	45	
Superior Pike (Swiss Pikemen)	2/-	60	May buy Shirmishers
Superior Pike (Landsknecht Pikemen)	2/-	60	May buy Shirmishers
Shot (Italian arquebusier)	-/4	45	
Artillery	-/2	85	

Italian Wars French 1543 to 1559

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Ordonnance gendarmes)	3/5	120	
Lancers (Italian elmati)	-/2	110	
Light Lancers (Ordonnance archers)	*	90	May buy 1 per Superior Lancer purchased
Light Horse (Mounted Italian Arquebus/Stradiots)	1/3	80	
Light Horse (Argoulets)	-/2	80	
Dragoons (Arquebusiers on nags)	-/1	65	
Inferior Pike (Legions)	-/4	45	
Inferior Shot (Legions)	-/2	45	
Inferior Pike (Adventurier or Italian)	-/3	45	
Superior Pike (Swiss Pikemen)	2/-	60	May buy Shirmishers
Superior Pike (Landsknecht Pikemen)	2/-	60	May buy Shirmishers
Shot (Italian arquebusier)	-/4	45	
Artillery	-/2	85	

Swiss Confederate 1494 to 1515

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Milanese famiglia ducale)	-/1	120	Only 1500 to 1513
Light Horse (Mounted Xbows and Arquebusier)	-/2	80	
Superior Pikes	8/-	60	May have Fast Blades (Halberdiers) or Skirmishers
Inferior Artillery	-/1	50	

Neapolitan Spanish 1495 to 1503

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Gente d'armas)	-/3	120	
Light Horse (Ginetes)	4/-	80	
Bows (Spanish crossbowmen)	2/-	55	May have Fast Blades
Shot (Spanish arquebusier)	1/-	45	May have Fast Blades
Artillery	-/1	85	

Neapolitan Spanish 1503 to 1508

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Gente d'armas)	-/3	120	
Lancers (Italian elmeti)	1/3	110	
Light Horse (Ginetes or Italian arquebusier)	4/-	80	
Inferior Pike (Spanish Pikemen)	2/-	45	May have Fast Blades
Shot (Spanish or Italian arquebusier)	1/-	45	May have Fast Blades
Artillery	-/1	85	

Neapolitan Spanish 1508 to 1518

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Gente d'armas)	-/3	120	
Lancers (Italian elmeti)	1/3	110	
Light Horse (Ginetes or Italian arquebusier)	4/-	80	
Superior Pike (Spanish Pikemen)	2/-	60	May have Fast Blades
Shot (Spanish or Italian arquebusier)	1/-	45	May have Fast Blades
Artillery	-/1	85	

Spanish Imperial 1519 to 1534

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Gente d'armas)	1/2	120	
Lancers (Burgundian Men at Arms)	-/2	110	
Lancers (German Men at Arms)	-/2	110	
Light Lancers (German Men at Arms)	-/2	90	
Lancers (Italian elmeti)	1/2	110	
Light Horse (Ginetes)	2/4	80	
Light Horse (Italian Arquebusier)	-/2	80	
Light Horse (German mounted crossbows)	-/1	80	
Superior Pikes (Colunela)	2/-	60	May have Fast Blades
Shot (Colunela)	2/-	45	
Superior Pikes (Landsknecht)	2/4	60	May have Skirmishers
Shot (Unregimented arquebusier)	-/3	45	
Hordes (Indifferent Italian foot)	-/3	30	
Artillery	-/2	85	

Spanish Imperial 1534 to 1544

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Gente d'armas)	1/2	120	
Lancers (Burgundian Men at Arms)	-/2	110	
Lancers (German Men at Arms)	-/2	110	
Light Lancers (German Men at Arms)	-/2	90	
Lancers (Italian elmeti)	1/2	110	
Light Horse (Herguletiers)	2/4	80	
Light Horse (Italian Arquebusier)	-/2	80	
Superior Pikes (Tercio)	2/-	60	May be part of a Tercio
Shot (Tercio)	2/-	45	May be part of a Tercio
Superior Pikes (Landsknecht)	2/4	60	May have Skirmishers
Shot (Unregimented arquebusier)	-/3	45	
Hordes (Indifferent Italian foot)	-/3	30	
Artillery	-/2	85	

Spanish Imperial 1544 to 1558

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Gente d'armas)	1/2	120	
Lancers (Burgundian Men at Arms)	-/2	110	
Pistols (Reiters w/boar spear & pistol)	-/4	95	
Lancers (Italian elmeti)	1/2	110	
Light Horse (Herguletiers)	2/4	80	
Light Horse (Italian Arquebusier)	-/2	80	
Superior Pikes (Tercio)	2/-	60	May be part of a Tercio
Shot (Tercio)	2/-	45	May be part of a Tercio
Superior Pikes (Landsknecht)	2/4	60	May have Skirmishers
Shot (Unregimented arquebusier)	-/3	45	
Hordes (Indifferent Italian foot)	-/3	30	
Artillery	-/2	85	

Venetian Italian 1494 to 1504

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (Elmeti)	2/6	110	
Light Horse (Mounted Crossbows)	2/4	80	
Light Horse (Turks)	-/1	80	
Light Horse (Stadiots)	2/5	80	
Shot (Mercenary arquebusiers)	3/-	45	May have Fast Blades
Bows (Mercenary crossbows)	-/6	55	May have Fast Blades
Artillery	-/1	85	
Hordes (Militia pioneers)	-/2	30	

Venetian Italian 1504 to 1506

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (Elmeti)	2/6	110	
Light Horse (Mounted Crossbows)	2/4	80	
Light Horse (Turks)	-/1	80	
Light Horse (Stadiots)	2/5	80	
Shot (Mercenary arquebusiers)	3/-	45	May have Fast Blades
Superior Pikes (Romandiole pikes)	3/6	60	
Bows (Mercenary crossbows)	-/6	55	May have Fast Blades
Artillery	-/1	85	
Hordes (Militia pioneers)	-/2	30	

Venetian Italian 1506 to 1560

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (Elmeti)	2/6	110	
Light Horse (Mounted Crossbows)	2/4	80	
Light Horse (Turks)	-/1	80	
Light Horse (Stadiots)	2/5	80	
Shot (Mercenary arquebusiers)	3/-	45	May have Fast Blades
Bows (Mercenary crossbows)	-/6	55	May have Fast Blades
Artillery	-/1	85	
Hordes (Militia pioneers)	-/2	30	

Venetian Italian 1560 to 1606

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Lancers (Cavalleria leggiera)	2/6	90	
Light Horse (Mounted Arquebus)	2/4	80	
Light Horse (Turks)	-/1	80	
Light Horse (Stadiots)	2/5	80	
Shot (Mercenary arquebusiers)	3/-	45	May have Fast Blades
Artillery	-/1	85	
Hordes (Militia pioneers)	-/2	30	

Venetian Italian 1606 to 1617

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols	2/6	95	
Light Horse (Mounted Arquebus)	2/4	80	
Light Horse (Turks)	-/1	80	
Light Horse (Stadiots)	2/5	80	
Superior Dragoons	-/1	85	
Superior Shot (Mercenary musketeers)	3/-	65	May have Fast Blades
Artillery	-/1	85	
Hordes (Militia pioneers)	-/2	30	

German Minor States 1494 to 1518

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (German men at arms)	2/-	110	
Light Lancers (German men at arms)	2/-	90	
Light Horse (Mounted Crossbows)	1/2	80	
Pistols (Petronels)	-/1	95	
Superior Pike (Landsknecht)	4/-	60	May have Skirmishers
Shot (Arquebusier)	1/6	45	
Inferior Artillery (Organ guns)	-/1	50	
Artillery	-/1	85	

German Minor States 1518 to 1544

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (German men at arms)	2/-	110	
Light Lancers (German men at arms)	2/-	90	
Light Horse (Mounted Arquebusier)	1/2	80	
Superior Pike (Landsknecht)	4/-	60	May have Skirmishers
Shot (Arquebusier)	1/6	45	
Inferior Artillery (Organ guns)	-/1	50	
Artillery	-/1	85	

German Minor States 1544 to 1555

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Reiters)	4/-	95	
Light Horse (Mounted Arquebusier)	1/2	80	
Superior Pike (Landsknecht)	4/-	60	May have Skirmishers
Shot (Arquebusier)	1/6	45	
Inferior Artillery (Organ guns)	-/1	50	
Artillery	-/1	85	

German Minor States 1555 to 1609

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Reiters)	4/-	95	
Light Horse (Mounted Arquebusier)	1/2	80	
Superior Pike (Landsknecht)	4/-	60	May have Skirmishers
Superior Shot (Musketeers)	1/6	45	
Inferior Artillery (Organ guns)	-/1	50	
Artillery	-/1	85	

Armies of the Valois-Hapsburg-Tudor Wars

Valois French 1494 to 1496

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Ordonnance gendarmes)	2/4	120	
Light Lancers (Chevaux legers)	*	90	Up to 1 per 2 Superior Lancers
Light Horse (Mounted Crossbows)	1/2	80	
Inferior Pike (Old bands of Picardy & Piedmont)	-/6	45	
Bows (Francs archers & Aventurier Xbows)	3/-	55	
Artillery	-/2	85	

Valois French 1496 to 1512

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Ordonnance gendarmes)	2/4	120	
Light Lancers (Chevaux legers)	*	90	Up to 1 per 2 Superior Lancers
Light Horse (Argoulets)	1/2	80	
Light Horse (Stradiots)	1/2	80	
Superior Pike (Landsknecht)	2/-	60	May have Skirmishers
Inferior Pike (Old bands of Picardy & Piedmont)	-/6	45	
Bows (Francs archers & Aventurier Xbows)	3/-	55	
Artillery	-/2	85	

Valois French 1512 to 1522

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Ordonnance gendarmes)	2/4	120	
Light Lancers (Chevaux legers)	*	90	Up to 1 per 2 Superior Lancers
Light Horse (Mounted Arquebusier)	1/2	80	
Light Horse (Stradiots)	1/2	80	
Superior Pike (Landsknecht)	2/-	60	May have Skirmishers
Inferior Pike (Old bands of Picardy & Piedmont)	-/6	45	
Shot (Aventurier arquebusier)	3/-	45	
Bows (Francs archers & Aventurier Xbows)	-/-	55	
Artillery	-/2	85	

Valois French 1522 to 1535

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Ordonnance gendarmes)	2/4	120	
Light Lancers (Chevaux legers)	*	90	Up to 1 per 2 Superior Lancers
Light Horse (Mounted Arquebusier)	1/2	80	
Light Horse (Stradiots)	1/2	80	
Superior Pike (Landsknecht)	2/-	60	May have Skirmishers
Inferior Pike (Old bands of Picardy & Piedmont)	-/6	45	
Shot (Aventurier arquebusier)	3/-	45	
Bows (Francs archers)	-/-	55	
Artillery	-/2	85	

Valois French 1535 to 1543

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Ordonnance gendarmes)	2/4	120	
Light Lancers (Chevaux legers)	*	90	Up to 1 per 2 Superior Lancers
Light Horse (Mounted Arquebusier)	1/2	80	
Light Horse (Stradiots)	1/2	80	
Superior Pike (Landsknecht)	2/-	60	May have Skirmishers
Inferior Pike (Legions)	-/6	45	
Shot (Aventurier arquebusier)	3/-	45	
Shot (Legions)	-/-	45	
Artillery	-/2	85	

Valois French 1543 to 1554

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Ordonnance gendarmes)	2/4	120	
Light Lancers (Chevaux legers)	*	90	Up to 1 per 2 Superior Lancers
Light Horse (Mounted Arquebusier)	1/2	80	
Light Horse (Stradiots)	1/2	80	
Dragoons	-/1	85	
Superior Pike (Landsknecht)	2/-	60	May have Skirmishers
Inferior Pike (Legions)	-/6	45	
Shot (Aventurier arquebusier)	3/-	45	
Shot (Legions)	-/-	45	
Artillery	-/2	85	

Valois French 1554 to 1561

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Lancers (Ordonnance gendarmes)	2/4	120	
Light Lancers (Chevaux legers)	*	90	Up to 1 per 2 Superior Lancers
Pistols (German mercenary Reiters)	-/2	95	
Light Horse (Mounted Arquebusier)	1/2	80	
Light Horse (Stradiots)	1/2	80	
Dragoons	-/1	85	
Superior Pike (Landsknecht)	2/-	60	May have Skirmishers
Inferior Pike (Legions)	-/6	45	
Shot (Aventurier arquebusier)	3/-	45	
Shot (Legions)	-/-	45	
Artillery	-/2	85	

Maximilian Imperial 1494 to 1507

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (Burgundian men at arms)	2/-	110	
Lancers (German men at arms)	-/3	110	
Light Lancers (German men at arms)	-/3	90	
Light Horse (Mounted Crossbows)	-/1	80	
Pistols (Petronels)	-/1	95	
Blades (Landsknecht vorlorene haufe)	'-/1	45	
Superior Pike (Landsknecht)	4/-	60	May have Skirmishers
Shot (Arquebusier)	1/-	45	
Inferior Artillery (Organ guns)	-/1	50	
Artillery	-/1	85	

Maximilian Imperial 1507 to 1518

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (Burgundian men at arms)	2/-	110	
Lancers (German men at arms)	-/3	110	
Light Lancers (German men at arms)	-/3	90	
Light Horse (Mounted Crossbows)	-/1	80	
Pistols (Petronels)	-/1	95	
Superior Pike (Landsknecht)	4/-	60	May have Skirmishers
Shot (Arquebusier)	1/-	45	
Inferior Artillery (Organ guns)	-/1	50	
Artillery	-/1	85	

Early Tudor English 1494 to 1513

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (English men at arms)	-/1	110	May dismount ALL Lancers and replace with Superior Blades
Lancers (Burgundian men at arms)	-/2	110	May dismount ALL Lancers and replace with Superior Blades
Light Lancers (English demi-lances)	1/3	90	May dismount ALL Lancers and replace with Superior Blades
Light Horse (Javelins and Staves)	2/4	80	
Bows (Longbowmen)	3/-	55	
Blades (Billmen)	3/-	45	Must buy 1 per Longbow
Superior Pikes (Landsknecht)	-/-	60	May have Skirmisher. No more than 1 per 2 Longbows
Shot (Italian Arquebusiers)	-/2	45	
Artillery (Serpentines and sakers)	-/1	85	
Inferior Artillery (Organ guns)	-/1	50	

Early Tudor English 1513 to 1544

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (English men at arms)	-/1	110	
Lancers (Burgundian men at arms)	-/2	110	
Light Lancers (English demi-lances)	1/3	90	
Light Horse (Javelins and Staves)	2/4	80	
Bows (Longbowmen)	3/-	55	
Blades (Billmen)	3/-	45	Must buy 1 per Longbow
Superior Pikes (Landsknecht)	-/-	60	May have Skirmisher. No more than 1 per 2 Longbows
Shot (Italian Arquebusiers)	-/2	45	
Artillery (Serpentines and sakers)	-/1	85	
Inferior Artillery (Organ guns)	-/1	50	

Early Tudor English 1544 to 1558

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Lancers (English men at arms)	-/1	110	
Pistols (Reiters w/Boar spear and pistol)	-/2	95	
Light Lancers (English demi-lances)	1/3	90	
Light Horse (Italian Arquebusier)	-/1	80	
Light Horse (Javelins and Staves)	2/4	80	
Bows (Longbowmen)	2/-	55	
Blades (Billmen)	2/-	45	Must buy 1 per Longbow
Superior Pikes (English pikemen)	1/2	60	
Shot (English Arquebusier)	1/2	45	
Superior Pikes (Landsknecht)	-/-	60	May have Skirmisher. No more than 1 per 2 Longbows
Shot (Italian Arquebusiers)	-/2	45	
Artillery (Serpentines and sakers)	-/1	85	
Inferior Artillery (Organ guns)	-/1	50	

Scots Common Army 1513

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Superior Lancers (French Nobles)	1	120	
Light Horse (Borderers)	-/4	80	
Superior Pike (Lowland Pike)	3/-	60	
Warbands (Highlanders)	3/-	70	
Inferior Pikes (Highlanders)	-/-	45	
Inferior Pikes (French foot)	-/6	45	
Artillery	-/2	85	

Scots Common Army 1513 to 1602

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Light Horse (Borderers)	-/4	80	
Superior Pike (Lowland Pike)	3/-	60	
Warbands (Highlanders)	3/-	70	
Artillery	-/1	85	
Inferior Artillery	-/1	50	

Armies of the Great Rebellions

Bishops Wars English 1639 to 1640

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Pistols (Cuirassiers)	-/1	105	
Pistols (Harquebusiers)	2/3	95	
Superior Dragoons	1/2	85	
Dragoons	-/1	65	
Light Horse (Northern Militia horse)	-/1	80	
Superior Shot (Militia Musketeers)	3/-	65	
Inferior Pikes (Militia pikes)	3/-	45	Must purchase 1 per Militia Musketeer above
Bows (Northern Militia Bows)	-/1	55	
Blades (Northern Militia Bills)	-/1	45	
Superior Shot (Irish Musketeers)	-/-	65	
Superior Pike (Irish Pikemen)	*	60	Must purchase 2 per every 3 Irish Musketeer
Light Horse (Irish Horse)	-/1	80	
Artillery (Calivers and sakers)	-/1	85	
Inferior Artillery (Drakes)	-/1	50	

Bishops Wars Scots Royalist 1639

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Pistols (Harquebusiers)	1/2	95	
Superior Pike	1/3	60	
Superior Shot (Musketeers)	*	65	Must purchase 2 per Superior Pike above
Warband (Highlanders w/Firelocks)	1/4	70	
Artillery	-/1	85	

Scots Covenanter 1639 1st Bishops War

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Horse)	1/5	95	
Light Lancers (Horse)	-/2	90	
Light Horse (Moss troops)	-/1	80	
Superior Dragoons	-/1	85	
Dragoons (Work horses and hagbut&sword)	3/4	65	
Superior Shot (Musketeers)	1/-	65	
Shot (Hagbutmen)	2/-	45	
Inferior Pikemen	*	45	Must purchase 2 per every 3 Musketeers/Hagbutmen above
Warbands (Highlanders)	-/2	70	

Scots Covenanter 1639 to 1648

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Horse)	1/5	95	
Light Lancers (Horse)	-/2	90	
Light Horse (Moss troops)	-/1	80	
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	3/-	65	
Inferior Pikemen	*	45	Must purchase 2 per every 3 Musketeers above
Warbands (Highlanders)	-/2	70	

Scots Covenanter 1648 to 1650

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Horse)	1/5	95	
Light Lancers (Horse)	-/2	90	
Light Horse (Moss troops)	-/1	80	
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	3/-	65	
Inferior Pikemen	*	45	Must purchase 2 per every 3 Musketeers above
Warbands (Highlanders)	-/2	70	
Inferior Artillery (Frames)	1/3	50	
Artillery	-/2	85	

Scots Covenanter 1650 to 1651

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Lancers (Horse)	1/5	90	
Light Horse (Moss troops)	-/1	80	
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	3/-	65	
Inferior Pikemen	*	45	Must purchase 2 per every 3 Musketeers above
Warbands (Highlanders)	-/2	70	
Inferior Artillery (Frames)	1/3	50	
Artillery	-/2	85	

Scots Montrose Royalist 1644

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Horse (Moss troops)	-/1	80	
Shot (Irish Musketeers)	3/-	45	
Inferior Pikes (Irish pikes)	-/2	45	
Shot (Militia Musketeers)	-/2	45	
Inferior Pikes (Militia pikes)	-/1	45	
Warband (Undrilled Highlanders)	-/-	70	
Inferior Artillery (Drakes or frames)	-/2	50	

Scots Montrose Royalist 1645

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Lancers	-/1	90	
Shot (Irish Musketeers)	3/-	45	
Shot (Highland Musketeers)	-/2	45	
Inferior Pike (Highland pike)	-/2	45	Cannot purchase more than Highlander Musketeers
Shot (Lowlander musketeers)	-/2	45	
Inferior Pike (Lowlander pike)	*	45	Cannot purchase more than 1 per 2 Lowlander Musketeer
Warband (Undrilled Highlanders)	-/-	70	
Inferior Artillery (Drakes or frames)	-/1	50	

Scots Montrose Royalist 1645 to 1647

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Light Lancers	1/5	90	Only in 1646
Pistols (Pistoleers)	1/2	95	
Superior Dragoons	1-/2	85	
Shot (Irish Musketeers)	3/-	45	
Inferior Pikes (Irish pikemen)	-/-	45	
Warband (Undrilled Highlanders)	-/-	70	
Inferior Artillery (Drakes or frames)	-/1	50	

English Civil War Royalist 1641 to 1643

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Cavaliers)	3/-	95	
Superior Dragoons	-/1	85	
Dragoons	-/1	65	
Superior Shot (Musketeers)	3/-	65	
Superior Pike	*	60	Must purchase 1 per Musketeers above if 4+ Shot per 1000 are purchased
Hordes (Countrymen w/farm tools)	-/2	30	
Inferior Artillery (Drakes, etc)	-/1	50	
Fast Artillery (Gallopers guns)	-/1	95	
Artillery	-/1	85	

English Civil War Royalist 1643 to 1647

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Cavaliers)	3/-	95	
Superior Dragoons	-/1	85	
Dragoons	-/1	65	
Superior Shot (Musketeers)	3/-	65	
Superior Pike	*	60	Must buy 1 per 3 Musketeers above if 4+ Shot per 1000 are purchased*
Hordes (Countrymen w/farm tools)	-/2	30	
Inferior Artillery (Drakes, etc)	-/1	50	
Fast Artillery (Gallopers guns)	-/1	95	
Artillery	-/1	85	

*Only in England and Wales

English Civil War Parliamentarian 1642 to 1644

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Pistols (Cuirassiers)	-/1	105	
Pistols (Horse)	2/-	95	
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	3/-	65	
Superior Pike	*	60	Must buy 1 per 2 Musketeers above if 5+ Shot per 1000 are purchased
Inferior Artillery (Drakes, etc)	-/1	50	
Fast Artillery (Gallopers guns)	-/1	95	
Artillery	-/1	85	

English Civil War Parliamentarian 1644 to 1648

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Horse)	2/-	95	
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	3/-	65	
Superior Pike	*	60	Must buy 1 per 2 Musketeers above if 5+ Shot per 1000 are purchased
Inferior Artillery (Drakes, etc)	-/1	50	
Fast Artillery (Gallopers guns)	-/1	95	
Artillery	-/1	85	

English New Model Army 1645 to 1648

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Horse)	3/-	95	
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	2/-	65	
Superior Pikes	*	60	Must buy 1 per 2 Musketeers above if 4+ Shot per 1000 are purchased
Inferior Artillery (Drakes)	-/1	50	
Artillery (demi-culverns, etc)	-/2	85	

English New Model Army 1648 to 1660

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Horse)	3/-	95	
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	2/-	65	
Superior Pikes	*	60	Must buy 1 per 2 Musketeers above if 4+ Shot per 1000 are purchased
Shot (Irish Protestant or English Militia)	-/4	45	
Inferior Pike (Irish Protestant or English Militia)	-/2	45	
Inferior Artillery (Drakes)	-/1	50	
Artillery (demi-culverns, etc)	-/2	85	

Irish Confederate 1641 to 1652

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Pistols (Horse)	1/3	95	Ulster army may replace any or all with Light Lancers
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	4/-	65	
Superior Pike	4/-	60	Must buy 1 per Musketeer above
Warbands (Antrim redshanks)	-/-	70	
Artillery	-/1	85	

Irish Confederate 1648 (Ormonde's Army)

Units	Min/Max	Cost	Notes
Good General	1	125	
Lesser Captain	-/2	45	
Pistols (Horse)	1/3	95	
Pistols (English Royalist Horse)	-/2	95	
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	3/-	65	
Superior Shot (English Royalist Musketeers)	2/-	65	
Superior Pike (English Royalist Pike)	-/-	60	No more than 1 per 2 English Royalist Musketeers
Superior Pike	3/-	60	Must buy 1 per Musketeer above
Warbands (Antrim redshanks)	-/-	70	
Artillery	-/1	85	

Fronde French 1649 to 1652

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Chevaux Legers)	3/-	95	
Pistols (Lorrainer horse)	2/4	95	
Light Horse (Carabins)	-/2	80	
Superior Dragoons	-/2	85	
Superior Shot (German foot)	-/4	65	
Superior Pike (German foot)	-/2	60	
Shot (New Foot)	2/-	45	
Inferior Pike (New Foot)	1/-	45	
Inferior Artillery	-/1	50	
Artillery	-/2	85	

Regency French 1649 to 1660

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Pistols (Chevaux Legers)	3/-	95	
Pistols (Maison du Roi)	-/3	95	
Pistols (Gendarmerie de France)	1/2	95	
Light Horse (Carabins)	-/2	80	
Superior Dragoons	-/2	85	
Superior Shot (Gardes)	-/-	65	
Superior Pike (Gardes)	-/-	60	
Shot (Vieux Corps)	2/-	45	
Inferior Pike (Vieux Corps)	1/-	45	
Shot (New Foot)	2/-	45	
Inferior Pike (New Foot)	1/-	45	
Artillery	-/2	85	

Armies of the Thirty Years War

German Catholic 1609 to 1616

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Pistols (Cuirassiers)	1/3	105	
Light Lancer (Cuirassiers)	-/1	90	
Superior Pistols (Bavarian Cuirassiers)	2/3	105	Bavarian led Catholic League only
Pistols (Caracoling reiters)	1/3	95	
Light Horse (Carabins)	1/3	80	
Light Horse (Croats)	1/3	80	Imperial only
Light Horse (Polish Cossacks)	-/2	80	Imperial only
Blades (Targeteers)	-/1	45	Imperial only
Light Lancers (Hungarian Hussars)	1/3	90	Imperial Eastern Frontier only
Blades (Levy w/Halberdiers)	-/2	45	Imperial Eastern Frontier only. May buy Skirmishers
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	2/-	65	
Superior Pike	*	60	Must buy 1 per 2 Musketeers above
Artillery	-/2	85	

German Catholic 1616 to 1632

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Pistols (Cuirassiers)	1/3	105	
Light Lancer (Cuirassiers)	-/1	90	
Superior Pistols (Bavarian Cuirassiers)	2/3	105	Bavarian led Catholic League only
Pistols (Caracoling reiters)	1/3	95	
Pistols (Caracoling harquebusiers)	1/2	95	
Light Horse (Carabins)	-/2	80	
Light Horse (Croats)	1/3	80	Imperial only
Light Horse (Polish Cossacks)	-/2	80	Imperial only
Blades (Targeteers)	-/1	45	Imperial only
Light Lancers (Hungarian Hussars)	1/3	90	Imperial Eastern Frontier only
Blades (Levy w/Halberdiers)	-/2	45	Imperial Eastern Frontier only. May buy Skirmishers
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	2/-	65	
Superior Pike	*	60	Must buy 1 per 2 Musketeers above
Artillery	-/2	85	

German Catholic 1632 to 1648

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Pistols (Cuirassiers)	1/2	105	
Superior Pistols (Bavarian Cuirassiers)	2/3	105	Bavarian led Catholic League only
Pistols (Cuirassiers)	-/1	95	
Pistols (Caracoling reiters)	1/3	95	
Light Horse (Carabins)	1/3	80	
Light Horse (Croats)	1/3	80	Imperial only
Light Horse (Polish Cossacks)	-/2	80	Imperial only
Blades (Targeteers)	-/1	45	Imperial only
Light Lancers (Hungarian Hussars)	1/3	90	Imperial Eastern Frontier only
Blades (Levy w/Halberdiers)	-/2	45	Imperial Eastern Frontier only. May buy Skirmishers
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	2/-	65	
Superior Pike	*	60	Must buy 1 per 4 Musketeers above, no more than 1 per 2 Musketeers
Artillery	-/2	85	
Inferior Artillery (Regimental guns)	-/2	50	

German Protestant 1609 to 1631

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Pistols (Cuirassiers)	1/2	105	
Pistols (Caracoling reiters & Harquebusiers)	2/-	95	Saxony or Baden upgrades 2/3 to all as Superior Pistols
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	3/-	65	
Superior Pike	*	60	Must buy 1 per 2 Musketeers
Artillery	-/2	85	
Hordes (peasants)	-/1	30	

German Protestant (Bohemian Revolt) 1618 to 1623

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Pistols (Cuirassiers)	1/2	105	
Superior Pistols (Dutch Cavalry)	-/2	105	
Pistols (Dutch Cavalry)	-/1	95	
Pistols (Caracoling reiters & Harquebusiers)	2/-	95	Saxony or Baden upgrades 2/3 to all as Superior Pistols
Light Lancers (Hungarian Hussars)	-/-	90	
Superior Dragoons	-/1	85	
Superior Shot (Musketeers)	3/-	65	
Superior Pike	*	60	Must buy 1 per 2 Musketeers
Shot (Bohemian levy)	-/2	45	
Hordes (Bohemian Levy)	-/2	30	
Artillery	-/2	85	

German Protestant 1631 to 1632

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Pistols (Cuirassiers)	1/2	105	
Pistols (Caracoling reiters & Harquebusiers)	2/-	95	Saxony or Baden upgrades 2/3 to all as Superior Pistols
Pistols (Feudal horse)	-/2	95	Saxony only
Superior Dragoons	-/1	85	
Superior Dragoons (Mounted Jager)	1/2	85	Hesse-Kassel only
Superior Shot (Musketeers)	3/-	65	Saxony may only buy Shot at 45
Inferior Pike	*	45	Saxony only, must buy 1 per 2 Shot above
Superior Pike	*	60	Must buy 1 per 2 Musketeers, 1 per 4 for Hesse-Kassel, None for Saxony
Artillery	-/2	85	
Hordes (peasants)	-/1	30	

German Protestant 1632 to 1648

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Pistols (Cuirassiers)	1/2	105	
Pistols (Caracoling reiters & Harquebusiers)	2/-	95	Saxony or Baden upgrades 2/3 to all as Superior Pistols
Superior Dragoons	-/1	85	
Superior Dragoons (Mounted Jager)	1/2	85	Hesse-Kassel only
Superior Shot (Musketeers)	3/-	65	
Superior Pike	*	60	Must buy 1 per 2 Musketeers, 1 per 4 for Hesse-Kassel
Artillery	-/2	85	
Hordes (peasants)	-/1	30	

Christian IV Danish 1588 to 1614

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Pistols (Cuirassiers or chevaux leger)	3/-	105	
Light Horse (Carabins)	*	80	Must by 1 per 3 Superior Pistols above
Pistols (German Reiters)	-/-	95	
Superior Shot	2/-	65	
Shot	2/-	45	
Superior Pike	2/-	60	
Artillery	-/1	85	
Inferior Artillery	-/1	50	

Christian IV Danish 1614 to 1625

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Pistols (Cuirassiers or chevaux leger)	3/-	105	
Pistols (Harquebusiers)	*	95	Must by 1 per 3 Superior Pistols above
Pistols (German Reiters)	-/-	95	
Superior Shot	2/-	65	
Shot	2/-	45	
Superior Pike	2/-	60	
Artillery	-/1	85	
Inferior Artillery	-/1	50	

Christian IV Danish 1625 to 1648

Units	Min/Max	Cost	Notes
Good General	1	125	
Good Captain	-/1	80	
Superior Pistols (Cuirassiers or chevaux leger)	3/-	105	
Pistols (Harquebusiers)	*	95	Must by 1 per 3 Superior Pistols above
Pistols (German Reiters)	-/-	95	
Superior Shot	3/-	65	
Superior Pike	2/-	60	
Artillery	-/1	85	
Inferior Artillery	-/1	50	

Swedish Thirty Years War 1630 to 1648

Units	Min/Max	Cost	Notes
Great General	1	155	
Good Captain	-/1	80	
Pistols (Latta Ryttare & hackapells)	-/4	95	
Superior Pistols (Livonian & German Cuirassiers)	-/1	105	
Pistols (German veterans)	1/-	95	
Superior Dragoons (Mounted Jager)	1/2	85	
Superior Shot	3/-	65	
Superior Pike	*	60	3 per 7 Superior Shot above
Inferior Artillery (3pdr Regimental Guns)	*	50	1 per 7 Superior Shot above
Warbands (Scots and Irish)	-/3	70	
Artillery	-/2	85	

French Thirty Years War 1599 to 1622

Units	Min/Max	Cost	Notes
Great General	1	155	
Good Captain	-/1	80	
Pistols (Chevaux legers)	3/5	95	
Superior Pistols (Gendarmes)	1/2	105	
Superior Dragoons	-/1	85	
Light Horse (Carabins)	1/2	80	
Inferior Pike (Vieux corps)	1/-	45	
Inferior Shot (Vieux corps arquebusiers)	1/-	45	Must buy 1 per Vieux Corps Pike above
Superior Shot (Vieux corps musketeers)	1/-	65	Must buy 1 per Vieux Corps Pike above
Superior Pike (Gardes)	-/4	60	
Inferior Shot (Gardes arquebusiers)	-/4	45	Must buy 1 per Gardes Pike above
Superior Shot (Gardes musketeers)	-/4	65	Must buy 1 per Gardes Pike above
Artillery	-/1	85	

French Thirty Years War 1622 to 1636

Units	Min/Max	Cost	Notes
Great General	1	155	
Good Captain	-/1	80	
Pistols (Chevaux legers)	3/5	95	
Superior Pistols (Gendarmes)	1/2	105	
Superior Dragoons	-/1	85	
Light Horse (Carabins)	1/2	80	
Inferior Pike (Vieux corps)	1/-	45	
Superior Shot (Vieux corps musketeers)	2/-	65	Must buy 2 per Vieux Corps Pike above
Superior Pike (Gardes)	-/4	60	
Superior Shot (Gardes musketeers)	-/-	65	Must buy 2 per Gardes Pike above
Artillery	-/1	85	

French Thirty Years War 1637 to 1648

Units	Min/Max	Cost	Notes
Great General	1	155	
Good Captain	-/1	80	
Pistols (Chevaux legers)	3/5	95	
Superior Pistols (Gendarmes)	1/2	105	
Superior Dragoons	-/2	85	
Light Horse (Carabins)	1/2	80	
Inferior Pike (Vieux corps)	1/-	45	
Superior Shot (Vieux corps musketeers)	2/-	65	Must buy 2 per Vieux Corps Pike above
Superior Pike (Gardes)	-/4	60	
Superior Shot (Gardes musketeers)	-/-	65	Must buy 2 per Gardes Pike above
Artillery	-/1	85	