


# Navigating Army Lists

## Header

- 1 List ID (Identifier for your army list)
- 2 Dates (the timeframe from which the army operated)
- 3 Generals (which types and number are allowed)
- 4 Home Terrain (Which PBS maps can be selected as defender)
- 5 Army Trait (Traits the army has – with its cost)

## Detail

- 1 Min (the minimum number of TUGS the army must have)
- 2 Max (the maximum number of TUGS the army can have)
- 3 Where there is a split column this indicated that the troop types are the same, but with different options.
- 4 Pts (the number of points the TUG costs)

| <b>1</b>                   | <b>68</b>          | <b>Saxon</b>          |  |                 |        |       |       |       |
|----------------------------|--------------------|-----------------------|---|-----------------|--------|-------|-------|-------|
| <b>2</b>                   | Dates              | 1618-1634             |   |                 |        |       |       |       |
| <b>3</b>                   | Generals           | Any Instinctive (0-4) |   |                 |        |       |       |       |
| <b>4</b>                   | Home Terrain       | Cultivated, Forest    |   |                 |        |       |       |       |
| <b>5</b>                   | Army Trait         | Chequerboard (100)    |   |                 |        |       |       |       |
| Training Order             | Quality Protection | Shooting Weapon       | Charge Melee  | Characteristics | Option | 1 Min | 2 Max | 4 Pts |
| <b>Cuirassiers</b>         |                    |                       | <i>Western Horse</i>  |                 |        |       |       |       |
| Formed                     | Superior           | -                     | Sword & Pistol  |                 |        |       | 4     | 652   |
| Loose                      | Armoured           | -                     | Pistol  |                 |        | 1     | 4     |       |
| <b>Veteran Cuirassiers</b> |                    |                       | <i>Western Horse</i>  |                 |        |       |       |       |
| Formed                     | Superior           | -                     | Sword & Pistol  | Aggressive      |        |       | 2     | 711   |
| Loose                      | Armoured           | -                     | Pistol  |                 |        |       |       |       |

### Example

The Saxon Army is allowed 4 TUGs of Cuirassiers. This is defined by the max.

The Veterans are combined, this means the first TUG (min) can either be Cuirassier or Veteran Cuirassier.

The Veterans have a Max of 2, and this is included in the Maximum of Cuirassiers (4)

# Troop Sections

## Maximum Selection

Troop selection can be grouped into a section. The minimums or maximums can be merged into a single group. These provide overarching restrictions on troop selection.

1. In this example the Army Newly Modelled foot has a maximum of 12 TUGs limited.
2. The minimum of 2 must come from any combinations of the top 4 sections. The maximum is split into a different grouping.
3. The last (rightmost) maximum determines the maximum for the whole section

|   |  |             |                  |      |   |    |     |
|---|--|-------------|------------------|------|---|----|-----|
| 1 | <b>Militia Foot Regt</b> <i>Pike &amp; Shot</i>              |             |                  |      | 2 | 12 | 320 |
|   | Formed   | Poor        | LFP              | Pike |   |    |     |
|   | Close  | Unprotected | Matchlock Musket | Pike |   |    |     |
|   | <b>New Raised Foot Regt</b> <i>Pike &amp; Shot</i>           |             |                  |      |   |    |     |
|   | Formed   | Poor        | AFP              | Pike |   |    |     |
|   | Close  | Unprotected | Matchlock Musket | Pike |   |    |     |
|   | <b>Foot Regt</b> <i>Pike &amp; Shot</i>                      |             |                  |      |   |    |     |
|   | Formed   | Average     | AFP              | Pike |   |    |     |
|   | Close  | Unprotected | Matchlock Musket | Pike |   |    |     |
|   | <b>New Model Army Veterans</b> <i>Pike &amp; Shot</i>        |             |                  |      |   |    |     |
|   | Drilled  | Superior    | HFP              | Pike |   |    |     |
|   | Close  | Protected   | Matchlock Musket | Pike |   |    |     |
|   | <b>Brigaded muskets</b> <i>Foot Regt</i>                     |             |                  |      |   |    |     |
|   | Formed   | Average     | AFP              | -    |   |    |     |
|   | Loose  | Unprotected | Matchlock Musket | -    |   |    |     |
|   | <b>Upgrade Foot Regt.</b>                                    |             |                  |      |   |    |     |
|   | <b>Foot Regt with Turenne in 1658</b> <i>Pike &amp; Shot</i> |             |                  |      |   |    |     |
|   | Formed   | Average     | AFP              | Pike |   |    |     |
|   | Close  | Protected   | Matchlock Musket | Pike |   |    |     |

## Minimum and Maximum expressed as fractions.

1. Where expressed as fraction this applies to troops taken from that section and **not** the overall minimum or maximum from the list

### Example

The upgrade to Foot Regt for Turenne in 1658 applies to any troops taken from those troop lines that have Foot Regt included.

So, if you took 6 Foot Regt TUGs, 3 of those can be upgraded to Turenne Foot Regts.

New Model Army Veterans and Brigaded Muskets are excluded from this option as the upgrade explicitly states, 'Foot Regt'. If the upgrade line said Upgrade *any*, this would apply to the any in that section (thus including New Model Army Veterans and Brigaded Muskets)

If you took 2 Foot Regt, 2 New Model Army Veterans & 2 Brigaded Muskets, you would only be able to upgrade 1 TUG as written.