



RENATIO ET GLORIAM:  
**THE HOLY  
LEAGUE**

ARMY LISTS FOR MATCHED PLAY

**PDF**

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SIMON HALL, SIMON CLARKE & ALASDAIR HARLEY

# 3. Using the lists

This set of lists allows you to easily collect, organise a collection of miniatures that facilitate the playing of *Renatio et Gloriam*.

Army building in *Renatio et Gloriam* can be done in many ways. These lists will allow a player to construct armies in miniature that will allow them to play games against like-minded opponents. One way to play is what we will call **Casual**. These games are fielded at around 100 points and the points are provided in the lists here. It's a case of simply adhering to the minimums and maximums provided multiplying by the points cost.

For those that want more of a challenge we offer a **Matched** play option. Again, the minimums and maximums for each troop type the same however points will provide it by the *Renatio et Gloriam* Army Builder. Matched play games all typically between 9000 and 11000 points in total. Each year the army builder will be refreshed, and any points adjustments will be made at that point. Using matched play you will always have the most up-to-date evolution of balanced points.

## 3.C. Navigating Army Lists

1	List ID (Identifier for your army list)
2	Dates (the time-frame 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 Traits
6	Min (the minimum number of that troop type the army must have)
7	Max (the maximum number of that troop type the army can have)
8	Where there is a split column this indicated that the troop types are the same, but with different options.
9	Pts (the number of points the TUG costs)

### Example troop type

The Royalist Army is allowed a combined total of 9 Formations of Ill-furnished Cavaliers and Cavaliers. This is defined by the combined Max.

However, the first 2 Formations (Min) must be Ill-furnished Cavaliers.

The Cavaliers have a Max of 4, so you take the full 9 the remaining 5 must be Ill-furnished Cavaliers

1	<b>141</b>	<b>Kingdom of England (Royalists at Edgehill)</b>							
Keynote		Early skirmishes until the first pitched battle of the war at Edgehill.							
2	Date	1642-1642							
3	Generals	Any Instinctive(0-4)							
4	Home Terrain	Cultivated							
5	Army Trait	Chequerboard, Forlorn Hope							
						6	7	8	
	Training	Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts
	Order	Protection	Weapon	Melee					
	<b>Ill-furnished Cavaliers</b>				<b>Linear Horse</b>				
	Formed	Average	-	Sword & Pistol	Spirited Charge, Impetuous		2	9	4
	Loose	Unprotected	-	Pistol				9	
	<b>Cavaliers</b>				<b>Linear Horse</b>				
	Formed	Average	-	Sword & Pistol	Spirited Charge, Impetuous		0	4	5
	Loose	Protected	-	Pistol					

### 3.D. Troop Sections

#### Maximum Selection

Troop types 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 Pike & Shot or Foot Regiments .
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	③	3
	Formed	Poor	LFP	-				
	Close	Unprotected	Matchlock Musket	-				
	<b>Newly Raised Foot Regt</b> <i>Pike &amp; Shot</i>				2	12	5	5
	Formed	Average	AFP	-				
	Close	Unprotected	Matchlock Musket	-				
	<b>Foot Regt</b> <i>Pike &amp; Shot</i>				2	12	5	5
	Formed	Average	AFP	-				
	Close	Unprotected	Matchlock Musket	-				
	<b>Brigaded muskets</b> <i>Foot Regt</i>				0	1	5	4
	Formed	Average	AFP	-				
	Close	Unprotected	Matchlock Musket	-				
	<b>New Model Army Firelocks</b> <i>Foot Regt</i>				0	1	5	5
	Formed	Average	AFP	-				
	C/L	Unprotected	Flintlock Musket	-				

#### Selection Example

The upgrade to New Model Army Firelocks applies overall maximum but does not have a minimum. So, if you took Firelocks the maximum of other 'foot' would be 11. If you took 2 Brigaded Muskets & 1 New Model Army Firelocks, would be left with 9 to be taken from the top three sections.

#### Minimum and Maximum expressed as fractions.

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

#### Example of fractional upgrades

If a list line had a Min - 6 & Max - 12, of which half can be upgraded in some way. By taking 6 you can upgrade 3 (Not 6).

#### Point cost in Formations and Characteristics.

Characteristics that are listed (implicitly) in a *Formation*, or in a composite characteristic, are costed in the parent *Formation/* characteristic. Do not add the characteristic in the army builder for Matched Play.

#### Example Formation

In the Formation definitions Cavalry is described as having evade implicitly. As such, the evade cost is built into the Formation cost. You don't need to add Evade to the Cavalry profile in the army builder, otherwise you'll pay twice!

### 3.E. Reduced Scale Armies

Some lists are constructed at a reduced scale when compared to other Renatio et Gloriam lists. This is noted in the Army Traits. Armies indicated as such are much smaller in size, and we have flexed the scale to accommodate these smaller conflicts. The rules between armies remain consistent, meaning you can play armies from reduced scale and the regular lists, if you so desire.

# 4. Generals and Allies

## 4.A. General Points

Type of General	Army Commander			Sub-general			Ally-general		
	Professional	Instinctive	Tribal	Professional	Instinctive	Tribal	Professional	Instinctive	Tribal
Legendary	14	13	12	N/A	N/A	N/A	N/A	N/A	N/A
Talented	10	9	8	7	6	5	5	4	3
Competent	8	7	6	5	4	3	3	2	0
Mediocre	5	4	3	4	2	1	0	-1	-2

## 4.B. Army Building

There are a few general rules to follow

1. An army must have at least 2 generals, and can have no more than 4.
2. No army may have more than two Generals who are *Talented* or better.
3. An army must have at least the minimum of any TUGs noted in the Min column.
4. An army must not have more than the maximum any TUGs noted in the Max column.
5. Sum the cost of Generals and TUGs, this must not exceed the agreed army point maximum.
6. Where TUGs are allowed *Hasty Defences* they may always be upgraded to *Barricades (2)*.

## 4.C. Allies

Where allies are allowed, they must conform to the following rules:

1. They must be a minimum of 2 and a maximum of 4 TUGs.
2. They must take sufficient TUGs to fulfil at least 50% of the minimums in the allied list.
3. Mandatory *Mounted* are only mandatory if you take **any Mounted** as part of the Allied command.
4. Mandatory *Foot* are only mandatory if you take **any Foot** or *Elephantry* as part of the Allied command.
5. Allied Artillery TUGs are always optional, even if mandatory.
6. After taking compulsories you may take any TUGs, up to the permitted maximum, from the Allied army list to create the remainder of the command.
7. The allied general must have an *organisation structure* specified by the allied army list.
8. The allied general can have any *command capability*, except *Legendary*.
9. Allied commands that share common army traits with the main army benefit in the same way.
10. Allies do not have access to traits from their own list, unless specified in the allies' section of the army list from which they are being chosen.

# Armies of the Holy League

If both the main army, and any allied command, have the Holy League trait allies with the trait can never be hesitant, or suffer desertion.

*AP27.J. Holy League (p187 of the core rules)*

The following tables show which armies form parts of the Holy League, that are covered by this list set. These alliances all benefit from the army trait Holy League between the dates specified.

Where an army list specifies that is part of a specific Holy League, any of those armies listed below can be taken as an allied command within the prescribed dates. Any caveats to this will be defined in the army list itself.

<b>Holy League of 1535</b>	1535
72. Holy Roman Empire - Charles V (Habsburgs In the East)	
474. Sovereign Military Hospitaller Order of Saint John (Malta)	
475. Papal States	
<b>Holy League of 1538</b>	1538
470. Republic of Venice (Ottoman Wars)	
474. Sovereign Military Hospitaller Order of Saint John (Malta)	
475. Papal States	
476. Minor Italian States (Holy League) - Spanish ruled Naples	
476. Minor Italian States (Holy League) - Spanish ruled Sicily	
<b>Holy League of 1571</b>	1571
470. Republic of Venice (Ottoman Wars)	
474. Sovereign Military Hospitaller Order of Saint John (Malta)	
475. Papal States	
476. Minor Italian States (Holy League) - Grand Duchy of Tuscany	
476. Minor Italian States (Holy League) - Duchy of Savoy	
476. Minor Italian States (Holy League) - Duchy of Urbino	
476. Minor Italian States (Holy League) - Duchy of Parma	
477. Habsburg Spain (Holy League)	
<b>Holy League of 1594</b>	1594
65. Danubian Principalities (Moldavia and Wallachia)	
74. Cossack Hosts (Zaporozhian Sich only)	
76. Holy Roman Empire - Ferdinand I, Maximilian II, Rudolf II & Matthias (House of Habsburg)	
101. Principality of Transylvania	
475. Papal States	
477. Habsburg Spain (Holy League)	

# The Holy League

REG list team of Alasdair Harley, Simon Clarke and Wayne Pockock

List No	Title	Dates
470	Republic of Venice (Ottoman Wars)	1494 - 1600
471	Sovereign Military Hospitaller Order of Saint John (Rhodes)	1494 - 1523
472	Habsburg Spain (in North Africa)	1517 - 1600
473	Barbary Corsairs	1512 - 1721
474	Sovereign Military Hospitaller Order of Saint John (Malta)	1524 - 1575
475	Papal States	1526 - 1605
476	Minor Italian States (Holy League)	1531 - 1574
477	Habsburg Spain (Holy League)	1555 - 1620

[Historical Introduction notes provided by Wikipedia under CC-BY-SA license](#)

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## Ottoman Empire (Littoral Operations)

Keynote

*Ottoman conquests, sieges and landings*

Dates

1494-1629

Generals

Any Professional or Instinctive (0-4)

Home Terrain

Waterside

Army Trait

Great Men, Littoral, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Household Cavalry</b>				<i>Cavalry</i>				
Drilled	Superior	AFP	Light Lance	Spirited Charge		0	1	8
L/O	Armoured	Bow	Expert Swordsmen					
<b>Dismounted Household Cavalry</b>				<i>Foot Regt</i>				
Drilled	Superior	AFP	-	Shock		0	1	8
Loose	Armoured	Bow	Expert Swordsmen					
<b>Feudal Sipahi</b>				<i>Cavalry</i>				
Formed	Average	AFP	Light Lance	Spirited Charge		0	4	5
L/O	Protected	Bow	Swordsmen					
<b>Dismounted Feudal Sipahi</b>				<i>Foot Regt</i>				
Formed	Average	AFP	-	Shock		0	4	5
Loose	Protected	Bow	Swordsmen					
<b>Veteran Sipahi</b>				<i>Cavalry</i>				
Formed	Superior	AFP	Light Lance	Spirited Charge		0	2	7
L/O	Armoured	Bow	Swordsmen					
<b>Dismounted Veteran Sipahi</b>				<i>Foot Regt</i>				
Formed	Superior	AFP	-	Shock		0	2	7
Loose	Armoured	Bow	Swordsmen					
<b>Janissaries with Bow</b>				<i>Foot Regt</i>				
Drilled	Superior	HFP	-	Shock		2	4	7
Close	Unprotected	Bow	Expert Swordsmen					
<b>Janissaries with Arquebus</b>				<i>Foot Regt</i>				
Drilled	Superior	SFP	-	Shock		2	4	7
Close	Unprotected	Arquebus	Expert Swordsmen					
<b>Retasked Janissaries</b>				<i>Bande</i>				
Drilled	Superior	-	Stave or Spear	Shock, Lead the Assault		0	2	6
L/O	Unprotected	-	Expert Swordsmen					
<b>Azab Archers</b>				<i>Missile Irregulars</i>				
Tribal	Average	AFP	-	Combat Shy		2	8	2
L/O	Unprotected	Bow	-					
<b>Levied Azab Archers</b>				<i>Missile Irregulars</i>				
Tribal	Poor	AFP	-	Combat Shy (0)		2	8	2
L/O	Unprotected	Bow	-					
<b>Azab Infantry</b>				<i>Melee Irregulars</i>				
Tribal	Average	AFP	Impact Weapon	Combat Shy		2	8	4
Loose	Unprotected	Bow	-					
<b>Levied Azab Infantry</b>				<i>Melee Irregulars</i>				
Tribal	Poor	AFP	Impact Weapon	Combat Shy (-1)		2	8	4
Loose	Unprotected	Bow	-					

<b>Iaylars</b>				<b>Melee Irregulars</b>		Spirited Charge, Zealous	0	4	5
Tribal	Average	-	Impact Weapon						
Loose	Unprotected	-	-						
<b>Peasant Scouts and Spies</b>				<b>Skirmishers</b>		Pathfinder    Combat Shy (0)	0	2	2
Tribal	Poor	AFP	-						
L/O	Unprotected	Javelins	-						
<b>Light Guns</b>				<b>Battery</b>		Hasty Defences (1)	0	4	4
Drilled	Average	AFP	-						
Loose	Unprotected	Light Gun	-						
<b>Medium Guns</b>				<b>Battery</b>		Hasty Defences (1)	2	4	4
Drilled	Average	AFP	-						
Loose	Unprotected	Medium Gun	-						
<b>Heavy Guns</b>				<b>Battery</b>		Hasty Defences (1)	2	4	5
Drilled	Average	AFP	-						
Loose	Unprotected	Heavy Gun	-						
<b>Notes</b>									

Any foot can have Hasty Defences (1)

### Allies

Barbary Corsairs

Valois-Angoulême France (Henry II) - 1553, Invasion of Corsica. (Foot only)

### Historical Introduction (Wikipedia - CC-BY-SA)

The expansion under Bayezid II and Selim I established strategic naval bases at Gallipoli, Alexandria, and Suez, while the conquest of Egypt (1517) secured command over the eastern Mediterranean and access to the Red Sea. Under Süleyman the Magnificent, the Ottoman navy—reformed by admirals such as Kemal Reis and later Hayreddin Barbarossa—became the spearhead of imperial expansion and maritime defense.

In the Mediterranean, Ottoman fleets and corsairs challenged Venetian, Habsburg, and Spanish dominance, capturing key islands and ports including Rhodes (1522), Algiers (1529), and Tripoli (1551). The empire's western littoral operations were sustained by alliances with North African regencies, which acted as semi-autonomous maritime provinces and bases for raiding Christian coasts. Despite the setback at Lepanto (1571), the Ottomans swiftly rebuilt their fleet and retained control of the eastern Mediterranean.

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# Republic of Venice (Ottoman Wars)

Keynote	Ottoman-Venetian Wars to control of the lands around the Aegean , Ionian, and Adriatic Sea to the Siege of Famagusta.
Dates	1494-1600
Generals	Any Instinctive (0-4)
Home Terrain	Waterside, Mountains
Army Trait	Great Men, Holy League, Littoral, Pike Square and Shotte, Fort, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Lanze Spezzate</b>				<i>Horse</i>				
Drilled	Superior	-	Charging Lancer	Shatter		1	4	8
Loose	Armoured	-	Expert Swordsmen					4
<b>Cavalleria Leggera</b>				<i>Horse</i>				
Formed	Average	-	Charging Lancer					4
L/O	Protected	-	Swordsmen					
<b>Stradiots</b>				<i>Cavalry</i>				
Formed	Average	HFP	Light Lance	Pathfinder		2	8	4
L/O	Unprotected	Javelins	Swordsmen					8
<b>Veteran Stradiots</b>				<i>Cavalry</i>				
Formed	Superior	HFP	Light Lance	Pathfinder				6
L/O	Unprotected	Javelins	Swordsmen					4
<b>Venetian Knights</b>				<i>Melee Foot</i>				
Formed	Superior	-	Stave or Spear	Shock				8
C/L	Armoured	-	Expert Swordsmen					
<b>Venetian 'Bravos'</b>				<i>Melee Foot</i>				
Formed	Superior	-	Stave or Spear	Shock				6
Loose	Unprotected	-	Expert Swordsmen					1
<b>Dalmatian Schiavoni Marines</b>				<i>Melee Foot</i>				
Formed	Superior	CFP	Stave or Spear	Spirited Charge		0*	2	7
Loose	Unprotected	Arquebus	Expert Swordsmen					4
<b>'Scappoli' volunteers</b>				<i>Melee Foot</i>				
Formed	Average	CFP	Stave or Spear	Spirited Charge				5
Loose	Unprotected	Arquebus	Expert Swordsmen					2
<b>Slavic Galley Slaves</b>				<i>Melee Foot</i>				
Tribal	Average	-	-	Combat Shy (-1)				2
Loose	Unprotected	-	Swordsmen					4
<b>Militia Pikemen</b>				<i>Keil</i>				
Formed	Average	-	-	Shove	Combat Shy (-2)			9
Close	Protected	-	-					0
<b>Mercenary Pikemen</b>				<i>Keil</i>				
Formed	Average	-	-	Front Rank SUP, Shove	Front Rank ARM (0)			10
Close	Protected	-	-					0
<b>Militia Arquebus</b>				<i>Skirmishers</i>				
Formed	Average	AFP	-	Combat Shy				3
L/O	Unprotected	Arquebus	-					2
<b>Militia Crossbow</b>				<i>Skirmishers</i>				
Formed	Average	AFP	-	Combat Shy				2
L/O	Unprotected	Bow	-					8

<b>Cretan Archers</b>				<b>Skirmishers</b>					
Formed	Average	AFP	-		Combat Shy (-1)	0	6	3	
L/O	Unprotected	Bow	-						
<b>Mounted Crossbowmen</b>				<b>Horse</b>					
Formed	Average	AFP	-	Combat Shy	Pathfinder (1)	0	2	2	
L/O	Unprotected	Bow	-						
<b>Mounted Arquebusiers</b>				<b>Horse</b>					
Formed	Average	AFP	-	Combat Shy	Pathfinder (1)	0	2	2	
L/O	Unprotected	Mounted Shot	-						
<b>Before 1530 only</b>									
<b>Elmetti</b>				<b>Gendarmes</b>					
Drilled	Superior	-	Charging Lancer	Shatter		0	1	8	
Loose	Heavily Armoured	-	Expert Swordsmen						
<b>Veteran Condottieri</b>				<b>Gendarmes</b>					
Drilled	Superior	-	Charging Lancer	Savage Charge		0	1	9	
Loose	Heavily Armoured	-	Expert Swordsmen						
<b>After 1530 only (replacing all Militia Pikemen and Mercenary Pikemen)</b>									
<b>Militia Pikemen</b>				<b>Later Keil</b>					
Formed	Average	AFP	-	Shove		0	4	10	
Close	Protected	Arquebus	-				4		
<b>Mercenary Pikemen</b>				<b>Later Keil</b>					
Formed	Average	AFP	-	Front Rank SUP, Shove	Front Rank ARM (0)	0	2	11	
Close	Protected	Arquebus	-						
<b>Light Guns</b>									
<b>Light Guns</b>				<b>Battery</b>					
Formed	Average	AFP	-		Hasty Defences (1)	1	2	3	
Loose	Unprotected	Light Gun	-						
<b>Medium Guns</b>				<b>Battery</b>					
Formed	Average	AFP	-		Hasty Defences (1)	1	2	4	
Loose	Unprotected	Medium Gun	-						
<b>Heavy Guns</b>				<b>Battery</b>					
Formed	Average	AFP	-		Hasty Defences (1)	1	2	5	
Loose	Unprotected	Heavy Gun	-						

## Notes

\* If any troops of this type are taken Waterside is the only permitted territory type.

Littoral & Fort are not mandatory.

If a Fort is taken then the the Army gains the Domiciled Army Trait.

The following can garrison a Fort -

- Venetian Knights
- Venetian 'Bravos'
- Dalmatian Schiavoni Marines
- 'Scappoli' volunteers
- Slavic Galley Slaves
- Militia Arquebus
- Militia Crossbow
- Cretan Archers

When garrisoning a fort, a TUG may take the Regimental Gun characteristic. This characteristic is lost if the TUG leaves the Fort.

Any foot can have Hasty Defences (1)

## Allies

Holy League of 1538

Holy League of 1571

Kingdom of Hungary (King Vladislaus II & Louis II)

## Historical Introduction (Wikipedia - CC-BY-SA)

The Second Ottoman–Venetian War was fought between the Islamic Ottoman Empire and the Republic of Venice for control of the lands that were contested between the two parties in the Aegean Sea, Ionian Sea, and the Adriatic Sea. The war lasted from 1499 to 1503. The Turks, under the command of Admiral Kemal Reis, were victorious and forced the Venetians to recognise their gains in 1503.

The Third Ottoman Venetian War (1537–1540) war arose out of the Franco-Ottoman alliance between Francis I of France and Süleyman I of the Ottoman Empire against the Holy Roman Emperor Charles V. The initial plan between the two had been to jointly invade Italy, Francis through Lombardy in the North and Süleyman through Apulia to the South. However, the proposed invasion failed to take place.

In what became known as the Italian War of 1536–1538, Francis's invasion of Piedmont, having made modest territorial gains, was halted by Genoa, an ally of Charles V. Furthermore, he was not able to put all his resources against the city as he also had to fend off Charles V's invasion of Provence. At the same time, Süleyman was not yet ready to engage in a large-scale invasion of the Kingdom of Naples thus not giving Francis any relief. Ottoman troops were landed in Otranto from their encampment in Valona on July 23, 1537 but these were pulled out within a month when it became clear that Francis was not going to invade Lombardy. However, the landing and raiding of Ottoman soldiers in Apulia and the presence of the large Ottoman fleet in the Strait of Otranto did generate considerable fear in Rome that a large-scale invasion would follow.

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# Sovereign Military Hospitaller Order of Saint John (Rhodes)

Keynote *War with the Ottomans*

Dates 1494-1523

Generals Any Professional (0-4)

Home Terrain Waterside

Army Trait Inspiring Leader, Great Men, Fort, Littoral, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Military Order</b>				<b>Gendarmes</b>				
Drilled	Exceptional	-	Charging Lancer	Savage Charge, Disciplined		0	1	11
Loose	Heavily Armoured	-	Expert Swordsmen					
<b>Military Order</b>				<b>Melee Foot</b>				
Drilled	Exceptional	-	Stave or Spear	Shock		0	2	10
C/L	Heavily Armoured	-	Expert Swordsmen					
<b>Turcopoles</b>				<b>Cavalry</b>				
Drilled	Average	HFP	Light Lance	Independent (0)		0	1	4
L/O	Unprotected	Javelins	-					
<b>Well-provisioned Turcopoles</b>				<b>Cavalry</b>				
Drilled	Average	HFP	Light Lance	Independent (0)				5
L/O	Protected	Javelins	-					
<b>Mercenary Arquebusiers</b>				<b>Skirmishers</b>				
Formed	Average	AFP	-			1	4	4
L/O	Unprotected	Arquebus	-					
<b>Mercenary Halberdiers</b>				<b>Melee Foot</b>				
Drilled	Average	-	Stave or Spear	Shock (1)		0	4	5
Close	Protected	-	Stave or Spear					
<b>Colonist and Greek Archers</b>				<b>Skirmishers</b>				
Formed	Average	AFP	-	Combat Shy (-1)		2	15	3
L/O	Unprotected	Bow	-					
<b>Marines</b>				<b>Melee Foot</b>				
Formed	Superior	CFP	Stave or Spear	Spirited Charge		0	4	7
Loose	Unprotected	Arquebus	Expert Swordsmen					
<b>Galley Slaves</b>				<b>Missile Irregulars</b>				
Tribal	Average	LFP	-	Combat Shy		0	2	2
Loose	Unprotected	Bow	Swordsmen					

<i>Light Guns</i>				<i>Battery</i>			
Formed	Average	AFP	-	Hasty Defences (1)	1	2	3
Loose	Unprotected	Light Gun	-				
<i>Medium Guns</i>				<i>Battery</i>			
Formed	Average	AFP	-	Hasty Defences (1)	1	2	4
Loose	Unprotected	Medium Gun	-				
<i>Heavy Guns</i>				<i>Battery</i>			
Formed	Average	AFP	-	Hasty Defences (1)	1	2	5
Loose	Unprotected	Heavy Gun	-				
<i>Notes</i>							

Littoral & Fort are not mandatory.

Only one of Great Men or Inspirational General can be taken.

If a Fort is taken then the the Army gains the Domiciled Army Trait.

The following can garrison a Fort -

- Military Order (Foot)
- Mercenary Arquebusiers
- Mercenary Halberdiers
- Colonist and Greek Archers

When garrisoning a fort, a TUG may take the Regimental Gun characteristic. This characteristic is lost if the TUG leaves the Fort.

Any foot can have Hasty Defences (1)

## *Allies*

Republic of Venice (Ottoman Wars)

## *Historical Introduction* (Wikipedia - CC-BY-SA)

The Order was governed by its Grand Master, the Prince of Rhodes, and its Council. From its beginning, independence from other nations granted by pontifical charter and the universally recognised right to maintain and deploy armed forces constituted grounds for the international sovereignty of the Order, which minted its own coins and maintained diplomatic relations with other states.

In 1523, after six months of siege and fierce combat against the fleet and army of Sultan Suleiman the Magnificent, the walls collapsed from undermining explosives, and by a negotiated surrender the Knights left Rhodes carrying their arms.

# 472

## Habsburg Spain (in North Africa)

Keynote

*Following the conquest North African Maghrib until the arrival of the Ottomans*

Dates

1517-1600

Generals

Any Instinctive (0-4)

Home Terrain

Waterside

Army Trait

Great Men, Littoral, Fort, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Fresh Spanish Cavalry</b>				<b>Horse</b>				
Formed	Superior	-	Charging Lancer	Spirited Charge		0	3	7
Loose	Armoured	-	Expert Swordsmen					
<b>Spanish Colonist Cavalry</b>				<b>Horse</b>				
Formed	Average	-	Charging Lancer	Spirited Charge		2	3	4
Loose	Protected	-	Swordsmen					
<b>Celadas</b>				<b>Horse</b>				
Formed	Average	-	Charging Lancer			0	1	4
L/O	Protected	-	Expert Swordsmen					
<b>Stradiots</b>				<b>Cavalry</b>				
Formed	Average	HFP	Light Lance	Pathfinder		0	1	4
L/O	Unprotected	Javelins	Swordsmen					
<b>Spanish Arquebusiers</b>				<b>Skirmishers</b>				
Drilled	Average	HFP	-	Disciplined		0	3	5
L/O	Unprotected	Arquebus	-					
<b>Mounted Arquebusiers</b>				<b>Horse</b>				
Formed	Average	AFP	-	Combat Shy	Pathfinder (1)	0	2	2
L/O	Unprotected	Mounted Shot	-					
<b>Before 1530 only</b>								
<b>Spanish Adventurers</b>				<b>Bande</b>				
Drilled	Superior	HFP	-	Fire & Charge, Shock, Disciplined	Lead the Assault (0)	1	3	11
C/L	Armoured	Arquebus	Expert Swordsmen					
<b>Spanish Tercio</b>				<b>Tercio</b>				
Drilled	Superior	AFP	-	Shock	Manga (1)	0	1	16
Close	Protected	Arquebus	-					
<b>Detached Manga</b>				<b>Bande</b>				
Drilled	Average	HFP	Stave or Spear	Disciplined		0	3	8
C/L/O	Protected	Arquebus	Expert Swordsmen					
<b>After 1530 only</b>								
<b>Colonist Makeshift Tercio</b>				<b>Pike &amp; Shot</b>				
Formed	Average	AFP	-	Disciplined		2	5	7
Close	Protected	Arquebus	-					
<b>Diehard Spanish Adventurers</b>				<b>Bande</b>				
Drilled	Superior	HFP	-	Fire & Charge, Shock, Disciplined	Lead the Assault (0)	0	3	11
C/L/O	Protected	Arquebus	Expert Swordsmen					

<i>Light Guns</i>				<i>Battery</i>	Hasty Defences (1)	1	2	3
Formed	Average	AFP	-					
Loose	Unprotected	Light Gun	-					
<i>Medium Guns</i>				<i>Battery</i>	Hasty Defences (1)	1	2	4
Formed	Average	AFP	-					
Loose	Unprotected	Medium Gun	-					
<i>Heavy Guns</i>				<i>Battery</i>	Hasty Defences (1)	1	2	5
Formed	Average	AFP	-					
Loose	Unprotected	Heavy Gun	-					
<i>Notes</i>								

Littoral & Fort are not mandatory.

If a Fort is taken then the the Army gains the Domiciled Army Trait.

The following can garrison a Fort -

- Spanish Arquebusiers
- Spanish Adventurers
- Detached Manga
- Diehard Adventurers

When garrisoning a fort, a TUG may take the Regimental Gun characteristic. This characteristic is lost if the TUG leaves the Fort.

Any foot can have Hasty Defences (1)

### *Allies*

Republic of Venice (Ottoman Wars)

### *Historical Introduction* (Wikipedia - CC-BY-SA)

Following 1511, Spain gradually lost, and at times retook or even took for the first time various enclaves on the North African coast. In the second decade of the sixteenth century, Ottoman forces started sweeping into the western Mediterranean, taking control of Algiers and raiding the coasts of the Spanish Levant and the Balears Islands. In Morocco, even though the Wattasid kingdom of Fez was disintegrating, the Sa'adi dynasty and then the Alawi constituted new states. The Sa'adis, based in the southern Atlas city of Marrakesh, conquered Fez in 1549, thereby unifying the south and the north. English, Dutch, French, and other smaller Mediterranean powers also made their interests felt along these shores starting in the seventeenth century. Military pressure from these powers forced the Spanish to retreat to their outposts and withdraw from a number of them.

Unlike in the New World, Italy, and Flanders, Spanish forces never achieved any degree of hegemony in the Maghrib. Spain's presence in the southern Mediterranean was fiercely contested by other imperial and indigenous forces

Spain and Portugal's reliance on coastal outposts and their inability to penetrate the interior indicated the power that Ottomans were able to project into the western Mediterranean as well as the effective opposition mounted by local Maghribis.

## 473

**Barbary Corsairs**

Keynote

*Muslim pirates and privateers who operated from North Africa*

Dates

1512-1721

Generals

Any Tribal (0-4)

Home Terrain

Waterside

Army Trait

Littoral, Shore Bombardment, Militant, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Barbary Corsairs</b>				<i>Melee Irregulars</i>				
Formed	Superior	CFP	Stave or Spear	Spirited Charge, Impetuous		3	6	8
L/O	Unprotected	Arquebus	Swordsmen					
<b>Best Barbary Corsairs</b>				<i>Bande</i>				
Formed	Superior	CFP	Stave or Spear	Spirited Charge, Impetuous		0	2	7
C/L/O	Unprotected	Arquebus	Expert Swordsmen					
<b>Galley Slaves</b>				<i>Missile Irregulars</i>				
Tribal	Average	LFP	-	Combat Shy		0	2	2
Loose	Unprotected	Bow	Swordsmen					
<b>Galley Slaves</b>				<i>Missile Irregulars</i>				
Tribal	Average	LFP	-	Combat Shy		0	2	2
Loose	Unprotected	Arquebus	Swordsmen					
<b>Sympathetic Locals</b>				<i>Melee Irregulars</i>				
Tribal	Average	-	Impact Weapon	Spirited Charge, Impetuous		0	6	4
Loose	Unprotected	-	-					
<b>Local Archers</b>				<i>Missile Irregulars</i>				
Tribal	Average	AFP	-	Combat Shy		0	2	2
L/O	Unprotected	Bow	-					
<b>1630 and after (replacing <u>all</u> Barbary Corsairs, Best Barbary Corsairs &amp; Galley Slaves)</b>								
<b>Barbary Corsairs</b>				<i>Melee Irregulars</i>				
Formed	Superior	CFP	Stave or Spear	Spirited Charge, Impetuous		3	6	8
L/O	Unprotected	Matchlock Musket	Swordsmen					
<b>Best Barbary Corsairs</b>				<i>Bande</i>				
Formed	Superior	CFP	Stave or Spear	Spirited Charge, Impetuous		0	2	7
C/L/O	Unprotected	Matchlock Musket	Expert Swordsmen					
<b>Galley Slaves</b>				<i>Missile Irregulars</i>				
Tribal	Average	LFP	-	Combat Shy		0	2	2
Loose	Unprotected	Matchlock Musket	Swordsmen					
<b>1699 and after (replacing all Barbary Corsairs &amp; Best Barbary Corsairs)</b>								
<b>Barbary Corsairs</b>				<i>Melee Irregulars</i>				
Formed	Superior	CFP	Stave or Spear	Spirited Charge, Impetuous		3	6	9
L/O	Unprotected	Flintlock Musket	Swordsmen					
<b>Best Barbary Corsairs</b>				<i>Bande</i>				
Formed	Superior	CFP	Stave or Spear	Spirited Charge, Impetuous		0	2	7
C/L/O	Unprotected	Flintlock Musket	Expert Swordsmen					

<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	1	2	4		
Formed	Average	AFP	-								
Loose	Unprotected	Light Gun	-								
<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)			1	2	5
Formed	Average	AFP	-								
Loose	Unprotected	Medium Gun	-								
<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	1	2			6
Formed	Average	AFP	-								
Loose	Unprotected	Heavy Gun	-								
<i>Notes</i>											

Before 1518 Generals must be Tribal.

### *Allies*

Early 16th Century Ottoman Provincial Army in the Middle East & Egypt (Foot only)

Late 16th Century Ottoman Provincial Army in the Middle East & Egypt (Foot only)

### *Historical Introduction* (Wikipedia - CC-BY-SA)

The Barbary pirates, or Barbary corsairs or Ottoman corsairs, were Muslim pirates and privateers who operated from North Africa, based primarily in the ports of Salé, Rabat, Algiers, Tunis, and Tripoli. This area was known in Europe as the Barbary Coast, in reference to the Berbers. Their predation extended throughout the Mediterranean, south along West Africa's Atlantic seaboard and into the North Atlantic as far north as Iceland.

While such raids had occurred since soon after the Muslim conquest of the Iberian Peninsula in the 710s, the terms "Barbary pirates" and "Barbary corsairs" are normally applied to the raiders active from the 16th century onwards, when the frequency and range of the slavers' attacks increased. In that period, Algiers, Tunis and Tripoli came under the sovereignty of the Ottoman Empire, either as directly administered provinces or as autonomous dependencies known as the Barbary States.

From 1559, these African cities, although nominally part of the Ottoman Empire, were in fact military republics that chose their own rulers and lived by war booty captured from the Spanish and Portuguese.

474

# Sovereign Military Hospitaller Order of Saint John (Malta)

Keynote *War with the Ottomans*

Dates 1524-1575

Generals Any Professional (0-4)

Home Terrain Waterside

Army Trait Inspiring Leader, Great Men, Holy League, Fort, Littoral, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts	
<b>Military Order</b>			<i>Melee Foot</i>						
Drilled	Superior	-	Stave or Spear	Shock		1*	2	9	
C/L	Heavily Armoured	-	Expert Swordsmen						
<b>Veteran Military Order</b>			<i>Melee Foot</i>						
Drilled	Exceptional	-	Stave or Spear	Shock, Disciplined		0	2	11	
C/L/O	Armoured	-	Expert Swordsmen						
<b>Mercenary Arquebusiers</b>			<i>Skirmishers</i>						
Formed	Average	AFP	-			1	4	4	
L/O	Unprotected	Arquebus	-						
<b>Mercenary Pikemen</b>			<i>Keil</i>						
Formed	Average	-	-	Front Rank SUP, Shove	Front Rank ARM (0)	0	2	10	
Close	Protected	-	-						
<b>Maltese Levies</b>			<i>Melee Irregulars</i>						
Tribal	Average	-	Stave or Spear	Combat Shy (-1)		2	4	3	
Loose	Unprotected	-	-						
<b>Marines</b>			<i>Melee Foot</i>						
Formed	Superior	CFP	Stave or Spear	Spirited Charge		0	4	7	
Loose	Unprotected	Arquebus	Expert Swordsmen						
<b>Local Crossbowmen</b>			<i>Skirmishers</i>						
Formed	Average	AFP	-	Combat Shy		1	4	2	
L/O	Unprotected	Bow	-						
<b>Galley Slaves</b>			<i>Missile Irregulars</i>						
Tribal	Average	LFP	-	Combat Shy		0	2	2	
Loose	Unprotected	Bow	Swordsmen						
<b>After 1530 only, replacing all Mercenary Pikemen</b>									
<b>Mercenary Pikemen</b>			<i>Later Keil</i>						
Formed	Average	AFP	-	Front Rank SUP, Shove	Front Rank ARM (0)	0	2	11	
Close	Protected	Arquebus	-						
<b>Before 1560 only</b>									
<b>Military Order Cavalry</b>			<i>Gendarmes</i>						
Drilled	Superior	-	Charging Lancer	Savage Charge		0	1	9	
Loose	Heavily Armoured	-	Expert Swordsmen						
<b>1560 and after only</b>									
<b>Military Order Cavalry</b>			<i>Horse</i>						
Drilled	Superior	-	Charging Lancer	Spirited Charge		0		8	
Loose	Armoured	-	Expert Swordsmen						
<b>1565 only - surprise cavalry charge against the poorly guarded Turkish camp</b>							1		
<b>Captain Vincenzo Anastagi's Cavalry</b>			<i>Horse</i>						
Drilled	Superior	-	Charging Lancer	Spirited Charge, Independent		0		9	
Loose	Armoured	-	Expert Swordsmen						

<b>Light Guns</b>				<b>Battery</b>	Hasty Defences (1)	1	2	3
Formed	Average	AFP	-					
Loose	Unprotected	Light Gun	-					
<b>Medium Guns</b>				<b>Battery</b>	Hasty Defences (1)	1	2	4
Formed	Average	AFP	-					
Loose	Unprotected	Medium Gun	-					
<b>Heavy Guns</b>				<b>Battery</b>	Hasty Defences (1)	1	2	5
Formed	Average	AFP	-					
Loose	Unprotected	Heavy Gun	-					
<b>Notes</b>								

Littoral & Fort are not mandatory.

Only one of Great Men or Inspirational General (Before 1568 only) can be taken. Jean Parisot de Valette is the Inspirational General. If taken he must be classed as Legendary.

If a Fort is taken then the the Army gains the Domiciled Army Trait.

The following can garrison a Fort -

- Military Order
- Veteran Military Order
- Mercenary Arquebusiers
- Local Crossbowmen

When garrisoning a fort, a TUG may take the Regimental Gun characteristic. This characteristic is lost if the TUG leaves the Fort.

Any foot can have Hasty Defences (1)

\* Minimums apply only if any Veteran Military Order are taken. No more than 3 combined TUGs of Military Order or Veteran Military Order can be taken.

### **Allies**

Holy League of 1535 (up to 2 different contingents)

Holy League of 1538 (up to 2 different contingents)

Holy League of 1571 (up to 2 different contingents)

### **Historical Introduction** (Wikipedia - CC-BY-SA)

The Knights Hospitaller had been headquartered in Malta since 1530, after being driven out of Rhodes, also by the Ottomans, in 1522, following the siege of Rhodes. The Ottomans first attempted to take Malta in 1551 but failed. In 1565, Suleiman the Magnificent, the Ottoman Sultan, made a second attempt to take Malta.

Jean "Parisot" de la Valette organised the defence of Malta, fought during the siege, and successfully repulsed the Turks at the Great Siege of Malta in 1565. During the siege the vastly outnumbered Christians held out for over 3 months against an Ottoman force containing no less than 30,000 soldiers, including the Janissaries, as well as the Sultan's fleet of some 193 ships. The battle saw the fall of Fort St. Elmo after about a month of fierce fighting, but the Order managed to hold out in Birgu and Senglea until a relief force arrived. Ottoman specialist engineers had originally assessed the fortification of Saint Elmo, from local informants and conducting reconnoitring missions, saying it would fall in three days.

"I am she who has decimated the galleys of the Turk - And all the warriors of Constantinople and Galatia!"

475

# Papal States

Keynote  
Dates  
Generals  
Home Terrain  
Army Trait

*Pedro Luis Farnesio's army at Perugia til the death of Pope Clement VIII*

1526-1605

Any Instinctive (0-4)

Waterside, Cultivated

Great Men, Holy League, Inspirational Icon, Fortified Camp, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Lanze Spezzate</b>			<b>Horse</b>					
Drilled	Superior	-	Charging Lancer	Shatter		1	6	8
Loose	Armoured	-	Expert Swordsmen					
<b>Cavalleria Leggera</b>			<b>Horse</b>					
Formed	Average	-	Charging Lancer					4
L/O	Protected	-	Swordsmen					
<b>Mounted Crossbowmen or Arquebusiers</b>			<b>Horse</b>		Pathfinder (1), Combat Shy (-1)			
Formed	Average	AFP	-			0	2	3
L/O	Unprotected	Bow or Mounted Shot	-					
<b>Papal Guard</b>			<b>Melee Foot</b>					
Drilled	Exceptional	-	Stave or Spear	Shock		0	1	9
C/L	Armoured	-	Expert Swordsmen					
<b>Romagnol Pikemen</b>			<b>Later Keil</b>		Front Rank ARM (0)			
Drilled	Average	AFP	-	Shock		0	2	11
Close	Protected	Arquebus	-					
<b>Crossbowmen or Arquebusiers (Targhieri)</b>			<b>Foot Regt</b>		Combat Shy (-1)			
Formed	Average	AFP	-	Pavise		2	6	4
C/L	Unprotected	Bow or Arquebus	-					
<b>Crossbowmen or Arquebusiers</b>			<b>Skirmishers</b>		Combat Shy (-1)			
Formed	Average	AFP	-					3
L/O	Unprotected	Bow or Arquebus	-					
<b>Shock Troops (Rotulari)</b>			<b>Melee Foot</b>					
Formed	Average	-	-	Shock				5
Loose	Protected	-	Expert Swordsmen					
<b>Shock Troops (Rotulari)</b>			<b>Melee Foot</b>					
Formed	Average	-	-	Shock, Fleet of Foot		0	2	4
Loose	Unprotected	-	Expert Swordsmen					
<b>Shock Troops (Halberdiers)</b>			<b>Melee Foot</b>		Shock (1)			
Formed	Average	-	Stave or Spear					4
Close	Protected	-	Stave or Spear					
<b>Mercenaries up to 1569 (mininums apply only if any from this section are taken, replacing <u>any</u> Foot above)</b>								
<b>Mercenary Halberdiers</b>			<b>Melee Foot</b>		Shock (1)			
Drilled	Average	-	Stave or Spear			0	2	5
Close	Protected	-	Stave or Spear					
<b>Mercenary Pikemen</b>			<b>Later Keil</b>	Front Rank SUP, Shove	Front Rank ARM (0)			
Formed	Average	AFP	-			0	1	11
Close	Protected	Arquebus	-					
<b>Mercenary Arquebusiers</b>			<b>Skirmishers</b>					
Drilled	Average	AFP	-			1	2	4
L/O	Unprotected	Arquebus	-					

<i>Mercenaries from 1570 (minimuns apply only if any from this section are taken, replacing <b>any</b> Foot above)</i>						
<b>Landsknechts</b>				<i>Later Keil</i>		
Formed	Average	AFP	-	Combat Shy (-2)	0	10
Close	Protected	Arquebus	-			
<b>Depleted Landsknechts</b>				<i>Large Pike &amp; Shot</i>		
Formed	Average	AFP	-		0	8
Close	Protected	Arquebus	-			
<b>Poor Landsknechts</b>				<i>Later Keil</i>		
Formed	Poor	AFP	-	Combat Shy (-1)	0	7
Close	Protected	Arquebus	-			
<b>Retasked Landsknechts</b>				<i>Bande</i>		
Formed	Average	AFP	Stave or Spear	Shock (1)	0	6
C/L/O	Unprotected	Arquebus	Expert Swordsmen		1	
<b>Detached Landsknecht Arquebusiers</b>				<i>Skirmishers</i>		
Formed	Average	AFP	-	Combat Shy (-1)	1	4
L/O	Unprotected	Arquebus	-		2	
<b>Before 1530 only</b>						
<b>Elmetti</b>				<i>Gendarmes</i>		
Drilled	Superior	-	Charging Lancer	Shatter	0	8
Loose	Heavily Armoured	-	Expert Swordsmen			
<b>Veteran Condottieri</b>				<i>Gendarmes</i>		
Drilled	Superior	-	Charging Lancer	Savage Charge	0	9
Loose	Heavily Armoured	-	Expert Swordsmen		1	
<b>Light Guns</b>						
<b>Battery</b>						
Formed	Average	AFP	-	Hasty Defences (1)		3
Loose	Unprotected	Light Gun	-			
<b>Medium Guns</b>				<i>Battery</i>		
Formed	Average	AFP	-	Hasty Defences (1)	0	4
Loose	Unprotected	Medium Gun	-		1	
<b>Heavy Guns</b>				<i>Battery</i>		
Formed	Average	AFP	-	Hasty Defences (1)		5
Loose	Unprotected	Heavy Gun	-			

**Notes**

Inspirational Icon is not mandatory. If taken it is in the camp (Papal Banner)  
Any foot can have Hasty Defences (1)

**Allies**

- Holy League of 1535
- Holy League of 1538 (up to 2 different contingents)
- Holy League of 1571 (up to 2 different contingents)
- Holy League of 1594 (up to 2 different contingents)

**Historical Introduction (Wikipedia - CC-BY-SA)**

These Christian states were to have a force of 200 galleys, 100 other ships, 50,000 infantry, 4,500 cavalry and adequate artillery ready by 1 April each year. John of Austria, illegitimate half-brother of King Philip II of Spain, was designated supreme commander. The League kept membership open for the Holy Roman Empire, France and Portugal, but none of them joined. The Empire preferred to maintain its truce with Istanbul, while France had an active anti-Spanish alliance with the Ottomans. Portugal had no forces to spare, owing to its heavy engagement in its own Moroccan campaign, its ongoing maritime confrontations with the Ottomans in the Red Sea and the Indian Ocean, and colonial conflicts with the Malaccan and Johorean Sultanates.

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## Minor Italian States (Holy League)

Keynote

Grand Duchy of Tuscany, Duchy of Genoa, Savoy, Urbino &amp; Parma

Dates

1531-1574

Generals

Any Instinctive (0-4)

Home Terrain

Waterside, Cultivated

Army Trait

Great Men, Holy League, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Lanze Spezzate</b>			<b>Horse</b>					
Drilled	Superior	-	Charging Lancer	Shatter		0	4	8
Loose	Armoured	-	Expert Swordsmen					
<b>Cavalleria Leggera</b>			<b>Horse</b>					
Formed	Average	-	Charging Lancer			0	4	4
L/O	Protected	-	Swordsmen					
<b>Mounted Crossbowmen or Arquebusiers</b>			<b>Horse</b>					
Formed	Average	AFP	-	Pathfinder (1), Combat Shy (-1)		0	2	3
L/O	Unprotected	Bow or Mounted Shot	-					
<b>Crossbowmen or Arquebusiers (Targhieri)</b>			<b>Foot Regt</b>					
Formed	Average	AFP	-	Pavise	Combat Shy (-1)	2	6	4
C/L	Unprotected	Bow or Arquebus	-					
<b>Crossbowmen or Arquebusiers</b>			<b>Skirmishers</b>					
Formed	Average	AFP	-	Combat Shy (-1)				3
L/O	Unprotected	Bow or Arquebus	-					
<b>Shock Troops (Rotulari)</b>			<b>Melee Foot</b>					
Formed	Average	-	-	Shock				5
Loose	Protected	-	Expert Swordsmen					
<b>Shock Troops (Rotulari)</b>			<b>Melee Foot</b>					
Formed	Average	-	-	Shock, Fleet of Foot		0	2	4
Loose	Unprotected	-	Expert Swordsmen					
<b>Shock Troops (Halberdiers)</b>			<b>Melee Foot</b>					
Formed	Average	-	Stave or Spear	Shock (1)				4
Close	Protected	-	Stave or Spear					
<b>Mercenaries (minimums apply only if any from this section are taken, replacing <i>any</i> Foot above)</b>								
<b>Mercenary Halberdiers</b>			<b>Melee Foot</b>					
Drilled	Average	-	Stave or Spear	Shock (1)		0	3	5
Close	Protected	-	Stave or Spear					
<b>Mercenary Pikemen</b>			<b>Later Keil</b>					
Formed	Average	AFP	-	Front Rank SUP, Shove	Front Rank ARM (0)	0	2	11
Close	Protected	Arquebus	-					
<b>Mercenary Arquebusiers</b>			<b>Skirmishers</b>					
Drilled	Average	AFP	-			2	3	4
L/O	Unprotected	Arquebus	-					
<b>Grand Duchy of Tuscany only</b>								
<b>Knights of Saint Stephen</b>			<b>Melee Foot</b>					
Drilled	Exceptional	-	Stave or Spear	Shock		0	1	10
C/L	Heavily Armoured	-	Expert Swordsmen					
<b>Knights of Saint Stephen (Marine)</b>			<b>Melee Foot</b>					
Drilled	Exceptional	-	-	Shock				8
C/L/O	Protected	-	Expert Swordsmen					

<i>Light Guns</i>				<i>Battery</i>	Hasty Defences (1)	0	2	3
Formed	Average	AFP	-					
Loose	Unprotected	Light Gun	-					
<i>Medium Guns</i>				<i>Battery</i>	Hasty Defences (1)	0	2	4
Formed	Average	AFP	-					
Loose	Unprotected	Medium Gun	-					

*Notes*

The Grand Duchy of Tuscany can take twice as many Mercenary foot as listed.  
 Any foot can have Hasty Defences (1)

*Allies*

Holy League of 1538 (up to 2 different contingents)  
 Holy League of 1571 (up to 2 different contingents)

*Historical Introduction* (Wikipedia - CC-BY-SA)

Tuscany raised 30,000 troops for their participation in the Last Italian War, which saw the Republic of Siena being added to the duchy. For the decades thereafter, the grand dukes only maintained a peacetime force of 2,500 soldiers, 500 cavalry to patrol the coasts and 2,000 infantry to man castles (Cosimo I having significantly expanded Tuscany's fortification network in an effort to defend the country). An anonymous Venetian intelligence report from the late 16th century stated that Tuscany could spend 800,000 ducats annually on war (half as much as the Spanish-held Kingdom of Naples despite having a quarter of its population), and could raise 40,000 infantry and 2,000 cavalry, counting soldiers, militia, and mercenaries from nearby Corsica and Romagna, a force massively out of proportion to its population.

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# Habsburg Spain (Holy League)

Keynote

*Habsburg Spain under Philip II (including Naples and Sicily)*

Dates

1555-1620

Generals

Any Instinctive (0-4)

Home Terrain

Waterside

Army Trait

Great Men, Holy League, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Compañías de Lanzas</b>				<b>Horse</b>				
Formed	Superior	-	Charging Lancer	Spirited Charge	Disciplined (1)	0	1	7
Loose	Armoured	-	Expert Swordsmen					
<b>Depleted Compañías de Lanzas</b>				<b>Horse</b>				
Formed	Average	-	Charging Lancer	Spirited Charge				5
Loose	Armoured	-	Expert Swordsmen					
<b>Arcabucero a Caballo</b>				<b>Horse</b>				
Formed	Average	AFP	-		Pathfinder (1)	0	2	3
L/O	Protected	Mounted Shot	-					
<b>Arcabucero a Caballo</b>				<b>Dragoons</b>				
Formed	Average	AFP	-		Pathfinder (1)			3
Loose	Unprotected	Arquebus	-					
<b>Stradiots</b>				<b>Cavalry</b>				
Formed	Average	AFP	Light Lance			0	1	4
L/O	Unprotected	Javelins	Pistol					
<b>Spanish Foot</b>				<b>Tercio</b>				
Drilled	Superior	AFP	-	Shock	Manga (1)			16
Close	Protected	Arquebus	-					
<b>Depleted Spanish Foot</b>				<b>Large Pike &amp; Shot</b>				
Drilled	Superior	HFP	-	Shock	Manga (1), Disciplined (2)	0	2	12
Close	Protected	Arquebus	-					
<b>Spanish Detached Manga</b>				<b>Bande</b>				
Drilled	Superior	HFP	-	Disciplined				8
C/L/O	Unprotected	Arquebus	Expert Swordsmen					
<b>Detached Spanish Arquebusiers</b>				<b>Skirmishers</b>				
Drilled	Superior	HFP	-		Combat Shy (-1)	0	2	5
L/O	Unprotected	Arquebus	-					
<b>Before 1609 only - Mercenary Landsknechte</b>								
<b>Landsknechts</b>				<b>Later Keil</b>				
Formed	Average	AFP	-		Combat Shy (-2)			10
Close	Protected	Arquebus	-					
<b>Depleted Landsknechts</b>				<b>Large Pike &amp; Shot</b>				
Formed	Average	AFP	-			1*	3	8
Close	Protected	Arquebus	-					
<b>Poor Landsknechts</b>				<b>Later Keil</b>				
Formed	Poor	AFP	-		Combat Shy (-1)			7
Close	Protected	Arquebus	-					
<b>Retasked Landsknechts</b>				<b>Bande</b>				
Formed	Average	AFP	Stave or Spear		Shock (1)	0	1	6
C/L/O	Unprotected	Arquebus	Expert Swordsmen					

<b>Detached Landsknecht Arquebusiers</b>				<b>Skirmishers</b>				
Formed	Average	AFP	-		Combat Shy (-1)	0	2	4
L/O	Unprotected	Arquebus	-					
<b>After 1560 only</b>								
<b>Herreruelos</b>				<b>Caracole</b>				
Formed	Average	AFP	Pistol					7
Loose	Armoured	Mounted Shot	Pistol			0	2	
<b>Ill-furnished Herreruelos</b>				<b>Caracole</b>				
Formed	Average	AFP	Pistol					6
Loose	Protected	Mounted Shot	Pistol					
<b>1609 and after only</b>								
<b>Caballos Corazas</b>				<b>Solid Horse</b>				
Formed	Superior	-	Pistol	Shock				7
Loose	Armoured	-	Pistol			0	1	
<b>Depleted Caballos Corazas</b>				<b>Solid Horse</b>				
Formed	Average	-	Pistol	Shock				5
Loose	Armoured	-	Pistol					
<b>Light Guns</b>				<b>Battery</b>				
Formed	Average	AFP	-		Hasty Defences (1)			3
Loose	Unprotected	Light Gun	-					
<b>Medium Guns</b>				<b>Battery</b>				
Formed	Average	AFP	-		Hasty Defences (1)	1	2	4
Loose	Unprotected	Medium Gun	-					
<b>Heavy Guns</b>				<b>Battery</b>				
Formed	Average	AFP	-		Hasty Defences (1)			5
Loose	Unprotected	Heavy Gun	-					
<b>Notes</b>								

\* Minimum only applies before 1600.

Any Foot can take Hasty Defences (1)

### Allies

Holy League of 1538 (up to 2 different contingents)

Holy League of 1571 (up to 2 different contingents)

### Historical Introduction (Wikipedia - CC-BY-SA)

As the Ottoman army campaigned in Cyprus, Venice tried to find allies. The Holy Roman Emperor, having just concluded peace with the Ottomans, was not keen to break it. France was traditionally on friendly terms with the Ottomans and hostile to the Spanish, and the Poles were troubled by Muscovy. The Spanish Habsburgs, the greatest Christian power in the Mediterranean, were not initially interested in helping the Republic and resentful of Venice's refusal to send aid during the siege of Malta in 1565. In addition, Philip II of Spain wanted to focus his strength against the Barbary states of North Africa. The Spanish reluctance to engage on the side of the Republic, together with Doria's reluctance to endanger his fleet, had already disastrously delayed the joint naval effort in 1570. However, with the energetic mediation of Pope Pius V, an alliance against the Ottomans, the "Holy League", was concluded on 15 May 1571. To secure Spanish assent, the treaty also included a Venetian promise to aid Spain in North Africa.