



RENATIO ET GLORIAM: WESTERN COLONIES

ARMY LISTS FOR MATCHED PLAY

PDF

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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

141	Kingdom of England (Royalists at Edgehill)									
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								
		Training	Quality	Shooting	Charge	Characteristics	Option	6	7	8
		Order	Protection	Weapon	Melee			Min	Max	Pts
		Ill-furnished Cavaliers				Linear Horse				
		Formed	Average	-	Sword & Pistol	Spirited Charge, Impetuous		2	9	4
		Loose	Unprotected	-	Pistol				9	
		Cavaliers				Linear Horse				
		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	Militia Foot Regt				Pike & Shot	2	3		
	Formed	Poor	LFP	-	Combat Shy				
	Close	Unprotected	Matchlock Musket	-					
	Newly Raised Foot Regt				Pike & Shot				
	Formed	Average	AFP	-	12				
	Close	Unprotected	Matchlock Musket	-					
	Foot Regt				Pike & Shot			12	
	Formed	Average	AFP	-					
	Close	Unprotected	Matchlock Musket	-					
	Brigaded muskets				Foot Regt			2	
	Formed	Average	AFP	-					
	Close	Unprotected	Matchlock Musket	-					
	New Model Army Firelocks				Foot Regt			0	1
	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 list-sets. 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

	Army Commander			Sub-general			Ally-general		
Type of 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.

Western Colonies

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

List No	Title	Dates
483	Kingdom of Portugal (Colonial Empire)	1502 - 1721
484	Kingdom of Portugal (Portuguese State of India)	1505 - 1640
485	Kingdom of Portugal (Portuguese Kongo)	1510 - 1641
486	Kingdom of Portugal (Portuguese Fort of Malacca)	1511 - 1641
487	Kingdom of Portugal (Campaign in Ethiopia)	1540 - 1542
488	Privateers and 'Supplementary Navies'	1520 - 1619
489	Kingdom of Portugal (Portuguese Brazil)	1530 - 1661
490	Huguenot France (France Antarctique)	1555 - 1567
491	Habsburg Spain (Spanish Philippines)	1565 - 1597
492	Kingdom of England (East India Company)	1618 - 1721
493	Dutch Republic (Dutch India)	1605 - 1721
494	Dutch Republic (Dutch Malacca)	1610 - 1721
495	Dutch Republic (Colonial Empire)	1581 - 1721
496	Golden Age of Piracy	1620 - 1721
497	Dutch Republic (Dutch Formosa)	1624 - 1668
498	Dutch Republic (Dutch Brazil)	1630 - 1654
499	Dutch Republic (Dutch Loango-Angola)	1641 - 1648
500	Kingdom of Portugal (Diminishing years in India)	1641 - 1721
501	Habsburg Spain (Marianna Islands)	1670 - 1699
502	Chamorro people	1670 - 1699

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

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483

Kingdom of Portugal (Colonial Empire)

Keynote

Treaty of Tordesillas til the loss of the Colonies to the Dutch.

Dates

1502-1721

Generals

Any Professional or Instinctive (0-4)

Home Terrain

Waterside

Army Trait

Great Men, Littoral, Shore Bombardment, Militant, Western Colonialists, Reduced Scale

Training	Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts
Order	Protection	Weapon	Melee					
Portuguese Adventurers			Melee Foot	Fire & Charge, Shock, Disciplined	Lead the Assault (0)	1	3	9
Formed	Superior	HFP	Stave or Spear					
Close	Unprotected	Bow	Expert Swordsmen					
Sailors			Melee Foot			0	2	6
Formed	Superior	CFP	-	Spirited Charge				
Loose	Unprotected	Bow	Expert Swordsmen					
1520 and after (replacing <u>all</u> Adventurers and Sailors)								
Portuguese Adventurers			Melee Foot	Fire & Charge, Shock, Disciplined	Regimental Guns (1), Lead the Assault (0)	1	3	9
Formed	Superior	HFP	Stave or Spear					
Close	Unprotected	Arquebus	Expert Swordsmen					
Sailors			Melee Foot			0	2	6
Formed	Superior	CFP	-	Spirited Charge				
Loose	Unprotected	Arquebus	Expert Swordsmen					
1630 and after (replacing <u>all</u> Adventurers and Sailors)								
Portuguese Adventurers			Foot Regt	Fire & Charge, Shock, Lead the Assault	Regimental Guns (1)	1	3	8
Formed	Superior	AFP	Stave or Spear					
Close	Unprotected	Matchlock Musket	Expert Swordsmen					
Sailors			Melee Foot			0	2	6
Formed	Superior	CFP	-	Spirited Charge				
Loose	Unprotected	Matchlock Musket	Expert Swordsmen					
Common to all dates								
Indigenous Skirmishers and Scouts			Missile Irregulars	Combat Shy, Pathfinder		0	2	3
Tribal	Average	AFP	-					
L/O	Unprotected	Javelins	-					

<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	0	2	4
Formed	Average	AFP	-						
Loose	Unprotected	Light Gun	-						
<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	0	2	5
Formed	Average	AFP	-						
Loose	Unprotected	Medium Gun	-						
<i>Notes</i>									

This list is primarily as use as an ally for other armies - and is consequently small. However, it can be used stand-alone for initial colonial contact.

Where possible this army must attack. The owning player must never choose to defend.

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

The squadron of Vasco da Gama left Portugal in 1497, rounded the Cape and continued along the coast of East Africa, where a local pilot was brought on board who guided them across the Indian Ocean, reaching Calicut (the capital of the native kingdom ruled by Zamorins (This city also known as Kozhikode) in south-western India in May 1498. The second voyage to India was dispatched in 1500 under Pedro Álvares Cabral.

The Portuguese colonising in -

- Goa, Malacca and Southeast Asia
- China and Japan
- Spice Islands (Moluccas)
- South Asia, Persian Gulf and Red Sea
- Sub-Saharan Africa
- Canada
- Brazil

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Keynote

Francisco de Almeida (Viceroy of India) and Ottoman-Portuguese conflicts, until Shivappa Nayaka captures all the Portuguese forts in Canara.

Dates

1505-1640

Generals

Any Professional or Instinctive (0-4)

Home Terrain

Jungle

Army Trait

Great Men, Littoral, Shore Bombardment, Fort, Western Colonialists, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts	
Portuguese Adventurers				Melee Foot	Fire & Charge, Shock, Disciplined	Lead the Assault (0)	1	3	9
Formed	Superior	HFP	Stave or Spear						
Close	Unprotected	Bow	Expert Swordsmen						
Diehard Portuguese Adventurers				Bande	Fire & Charge, Shock, Disciplined	Lead the Assault (0)			9
Formed	Superior	HFP	Stave or Spear						
C/L	Unprotected	Bow	Expert Swordsmen						
Sailors				Melee Foot	Spirited Charge		0	2	6
Formed	Superior	CFP	-						
Loose	Unprotected	Bow	Expert Swordsmen						
African or Arab Auxiliaries				Melee Foot	Shock, Disciplined		0	4	5
Formed	Average	-	Stave or Spear						
Close	Unprotected	-	Swordsmen						
1520 and after (replacing <u>all</u> Adventurers and Sailors)									
Portuguese Adventurers				Melee Foot	Fire & Charge, Shock, Disciplined	Regimental Guns (1), Lead the Assault (0)	1	3	9
Formed	Superior	HFP	Stave or Spear						
Close	Unprotected	Arquebus	Expert Swordsmen						
Diehard Portuguese Adventurers				Bande	Fire & Charge, Shock, Disciplined	Lead the Assault (0)			10
Formed	Superior	HFP	Stave or Spear						
C/L	Unprotected	Arquebus	Expert Swordsmen						
Sailors				Melee Foot	Spirited Charge		0	2	6
Formed	Superior	CFP	-						
Loose	Unprotected	Arquebus	Expert Swordsmen						
1550 and after (replacing <u>all</u> African or Arab Auxiliaries)									
Lascarins				Melee Foot			0	2	5
Formed	Average	AFP	Stave or Spear						
C/L	Unprotected	Arquebus	Swordsmen						
African or Arab Auxiliaries				Melee Foot	Shock, Disciplined		0	4	6
Formed	Average	CFP	Stave or Spear						
Close	Unprotected	Arquebus	Swordsmen						
1630 and after (replacing <u>all</u> Adventurers, Lascarins, Sailors and African or Arab Auxiliaries)									
Portuguese Adventurers				Foot Regt	Fire & Charge, Shock, Lead the Assault	Regimental Guns (1)	1	3	8
Formed	Superior	AFP	Stave or Spear						
Close	Unprotected	Matchlock Musket	Expert Swordsmen						
Diehard Portuguese Adventurers				Bande	Fire & Charge, Shock, Lead the Assault				8
Formed	Superior	AFP	Stave or Spear						
C/L	Unprotected	Matchlock Musket	Expert Swordsmen						
Lascarins				Melee Foot			0	4	5
Formed	Average	AFP	Stave or Spear						
C/L	Unprotected	Matchlock Musket	Swordsmen						
Sailors				Melee Foot	Spirited Charge		0	2	6
Formed	Superior	CFP	-						
Loose	Unprotected	Matchlock Musket	Expert Swordsmen						
African or Arab Auxiliaries				Melee Foot	Shock, Disciplined		0	4	6
Formed	Average	CFP	Stave or Spear						
Close	Unprotected	Matchlock Musket	Swordsmen						

Common to all dates															
Indian Cavalry				Horse				0	2	3					
Formed	Average	-	Light Lance												
Loose	Unprotected	-	Swordsmen												
Indian Cavalry				Cavalry		Combat Shy (-1), Pathfinder (1)				2	8	3			
Formed	Average	AFP	Light Lance												
L/O	Unprotected	Javelins	-												
Indian Archers				Melee Irregulars		Combat Shy Pavise (0)		2	8			3			
Tribal	Average	AFP	-												
Loose	Unprotected	Bow	-												
Indian Swordsmen				Melee Irregulars		Combat Shy (-1)				2	8	3			
Tribal	Average	-	-												
Loose	Unprotected	-	Swordsmen												
Indian Spearmen				Melee Irregulars		Combat Shy (-1)		2	8			4			
Tribal	Average	-	Stave or Spear												
Loose	Unprotected	-	Stave or Spear												
Indian Archers supported by Spearmen				Melee Irregulars		Combat Shy (-1), Pavise (0)				2	8	5			
Tribal	Average	AFP	Stave or Spear												
Loose	Unprotected	Bow	-												
Indian Javelinmen				Melee Irregulars		Combat Shy (-1), Pavise (0)		2	8			4			
Tribal	Average	AFP	-												
Loose	Unprotected	Javelins	-												
Warrior-class Archers				Foot Regt		Combat Shy Regimental Guns (1), Pavise (0)				0	4	3			
Formed	Average	AFP	-												
Loose	Unprotected	Bow	Swordsmen												
Warrior-class Archers supported by Spearmen				Foot Regt		Combat Shy (-1), Pavise (0)		0	4			4			
Formed	Average	AFP	Stave or Spear												
Loose	Unprotected	Bow	-												
Warrior-class Swordsmen				Melee Foot		Fleet of Foot Shock (1)				0	4	3			
Formed	Average	-	-												
Loose	Unprotected	-	Swordsmen												
Warrior-class Armoured Swordsmen				Melee Foot		Shock (1)		0	4			3			
Formed	Average	-	-												
Loose	Protected	-	Swordsmen												
Warrior-class Armoured Spearmen				Foot Regt		Shock (1)				0	4	4			
Formed	Average	-	Stave or Spear												
Loose	Protected	-	Stave or Spear												
Warrior-class Javelinmen				Foot Regt		Fire & Charge Fleet of Foot (1), Pavise (0)		0	4			4			
Formed	Average	AFP	-												
L/O	Unprotected	Javelins	-												
1520 and after (Replacing any Indian Foot or Warrior-class Foot)															
Indian Banduqchis				Melee Irregulars		Combat Shy Pavise (0)		0	2	4					
Tribal	Average	AFP	-												
Loose	Unprotected	Arquebus	-												
Warrior-class Banduqchis				Foot Regt		Combat Shy Regimental Guns (1), Pavise (0)		0	2	3					
Formed	Average	AFP	-												
Loose	Unprotected	Arquebus	-												

1630 and after (Replacing <u>any</u> Lascarins)												
Indian Banduqchis				Melee Irregulars		Combat Shy	Pavise (0)	0	2	4		
Tribal	Average	AFP	-									
Loose	Unprotected	Matchlock Musket	-									
Warrior-class Banduqchis				Foot Regt		Combat Shy	Pavise (0)	0	2	4		
Formed	Average	AFP	-									
Loose	Unprotected	Matchlock Musket	-									
Portugese-trained Indian Matchlockmen				Skirmishers			Regimental Guns (1)	0	4	4		
Formed	Average	AFP	-									
L/O	Unprotected	Matchlock Musket	-									
Light Guns				Battery			Hasty Defences (1)	0	2	3		
Formed	Average	AFP	-									
Loose	Unprotected	Light Gun	-									
Medium Guns				Battery			Hasty Defences (1)			4		
Formed	Average	AFP	-									
Loose	Unprotected	Medium Gun	-									
Heavy Guns				Battery			Hasty Defences (1)			5		
Formed	Average	AFP	-									
Loose	Unprotected	Heavy Gun	-									
Dismounted Naval Guns				Battery		Hasty Defences	Barricades (2), Redoubts (2)					4
Formed	Average	AFP	-									
Loose	Unprotected	Light Gun	-									
Dismounted Naval Guns				Battery		Hasty Defences	Barricades (2), Redoubts (2)					5
Formed	Average	AFP	-									
Loose	Unprotected	Medium Gun	-									
Notes												

Fort is not mandatory.

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

The following can garrison a Fort -

- Portuguese Adventurers
- Lascarins

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

Allies

Vijayanagar Empire (Tuluva Dynasty)
Vijayanagar Empire (Aravidu Dynasty)
Kingdom of Kandy (Sri Lankan Kingdoms)
Kingdom of Kotte (Sri Lankan Kingdoms)
Only one allied command can be taken

Historical Introduction (Wikipedia - CC-BY-SA)

On 25 March 1505, Francisco de Almeida was appointed Viceroy of India, on the condition that he would set up four forts on the southwestern Indian coast. On 13 September, Francisco de Almeida reached Anjadip island, where he immediately started the construction of Fort Anjediva.

The Ottoman Empire carried out the Siege of Diu in 1538, with a strong fleet under the command of the Ottoman governor of Egypt Sulaiman Pasha for four months, with the aid of a large army provided by the Sultan of Guzerat; however they were ultimately forced to retreat with considerable losses. The successful defence of Diu by captain António da Silveira against overwhelming odds was a battle of annihilation, and is one of the most celebrated exploits in Portuguese history, and frequently compared to the 1565 Great Siege of Malta. On the occasion, the Portuguese captured the Tiro de Diu, a massive Guzerati bombard.

By the start of the 17th century, the population of Goa and the surrounding areas was about 250,000. Holding this strategic land against repeated attacks by the Indian states required constant infusions of men and material.

485

Kingdom of Portugal (Portuguese Kongo)

Keynote

Kongo-Portuguese Wars and Dutch invasion of Luanda

Dates

1510-1641

Generals

Any Professional or Instinctive (0-4)

Home Terrain

Waterside, Forest

Army Trait

Great Men, Littoral, Shore Bombardment, Fort, Western Colonialists, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts	
Portuguese Adventurers				Melee Foot	Fire & Charge, Shock, Disciplined	Lead the Assault (0)	1	3	9
Formed	Superior	HFP	Stave or Spear						
Close	Unprotected	Bow	Expert Swordsmen						
Diehard Portuguese Adventurers				Bande	Fire & Charge, Shock, Disciplined	Lead the Assault (0)	1	3	9
Formed	Superior	HFP	Stave or Spear						
C/L	Unprotected	Bow	Expert Swordsmen						
Sailors				Melee Foot	Spirited Charge		0	2	6
Formed	Superior	CFP	-						
Loose	Unprotected	Bow	Expert Swordsmen						
African or Arab Auxiliaries				Melee Foot	Shock, Disciplined		0	4	5
Formed	Average	-	Stave or Spear						
Close	Unprotected	-	Swordsmen						
1520 and after (replacing <u>all</u> Adventurers and Sailors)									
Portuguese Adventurers				Melee Foot	Fire & Charge, Shock, Disciplined	Regimental Guns (1), Lead the Assault (0)	1	3	9
Formed	Superior	HFP	Stave or Spear						
Close	Unprotected	Arquebus	Expert Swordsmen						
Diehard Portuguese Adventurers				Bande	Fire & Charge, Shock, Disciplined	Lead the Assault (0)	1	3	10
Formed	Superior	HFP	Stave or Spear						
C/L	Unprotected	Arquebus	Expert Swordsmen						
Sailors				Melee Foot	Spirited Charge		0	2	6
Formed	Superior	CFP	-						
Loose	Unprotected	Arquebus	Expert Swordsmen						
1550 and after (replacing <u>all</u> African or Arab Auxiliaries)									
Lascarins				Melee Foot			0	2	5
Formed	Average	AFP	Stave or Spear						
C/L	Unprotected	Arquebus	Swordsmen						
African or Arab Auxiliaries				Melee Foot	Shock, Disciplined		0	4	6
Formed	Average	CFP	Stave or Spear						
Close	Unprotected	Arquebus	Swordsmen						

1630 and after (replacing <u>all</u> Adventurers, Lascarins, Sailors and African or Arab Auxiliaries)									
Portuguese Adventurers				Foot Regt	Fire & Charge, Shock, Lead the Assault	Regimental Guns (1)	1	3	8
Formed	Superior	AFP	Stave or Spear						
Close	Unprotected	Matchlock Musket	Expert Swordsmen						
Diehard Portuguese Adventurers				Bande	Fire & Charge, Shock, Lead the Assault				8
Formed	Superior	AFP	Stave or Spear						
C/L	Unprotected	Matchlock Musket	Expert Swordsmen						
Lascarins				Melee Foot			0	4	5
Formed	Average	AFP	Stave or Spear						
C/L	Unprotected	Matchlock Musket	Swordsmen						
Sailors				Melee Foot	Spirited Charge		0	2	6
Formed	Superior	CFP	-						
Loose	Unprotected	Matchlock Musket	Expert Swordsmen						
African or Arab Auxiliaries				Melee Foot	Shock, Disciplined		0	4	6
Formed	Average	CFP	Stave or Spear						
Close	Unprotected	Matchlock Musket	Swordsmen						
Common to all dates									
Colonised Kongo Warriors				Melee Irregulars	Spirited Charge, Impetuous		2	12	5
Tribal	Average	CFP	-						
Loose	Unprotected	Bow	Swordsmen						
Colonised Archers				Missile Irregulars			2		3
Tribal	Average	AFP	-						
Loose	Unprotected	Bow	-						
Colonised Skirmishers				Missile Irregulars	Pathfinder		0	2	2
Tribal	Poor	AFP	-						
L/O	Unprotected	Javelins	-						

<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	0	2	4
Formed	Average	AFP	-						
Loose	Unprotected	Light Gun	-						
<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	0	2	5
Formed	Average	AFP	-						
Loose	Unprotected	Medium Gun	-						
<i>Notes</i>									

Fort and Shore Bombardment is not mandatory.

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

The following can garrison a Fort -

- Portuguese Adventurers
- Lascarins

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

Allies

Angolan and Kasanje Kingdoms (Imbangala)

Historical Introduction (Wikipedia - CC-BY-SA)

João I (Nzinga a Nkuwu) ruled until his death around 1509 and was succeeded by his son Afonso Mvemba a Nzinga. He faced a serious challenge from a half brother, Mpanzu a Kitima. The king overcame his brother in a battle waged at Mbanza Kongo. According to Afonso's own account, sent to Portugal in 1506, he was able to win the battle thanks to the intervention of a heavenly vision of the cross Saint James and the Virgin Mary.

The First Kongo-Portuguese War began in 1622, initially because of a Portuguese campaign against the Kasanze Kingdom, which was conducted ruthlessly. From there, the army moved to Nambu a Ngongo, whose ruler, Pedro Afonso, was held to be sheltering runaway slaves as well. Although Pedro Afonso, facing an overwhelming army of over 20,000, agreed to return some runaways, the army attacked his country and killed him.

486

Kingdom of Portugal (Portuguese Fort of Malacca)

Keynote

A Portuguese port in a hostile region

Dates

1511-1641

Generals

Any Professional or Instinctive (0-4)

Home Terrain

Jungle

Army Trait

Great Men, Littoral, Shore Bombardment, Fort, Western Colonialists, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts	
Portuguese Adventurers				Melee Foot	Fire & Charge, Shock, Disciplined	Lead the Assault (0)	1	3	9
Formed Close	Superior Unprotected	HFP Bow	Stave or Spear Expert Swordsmen						
Diehard Portuguese Adventurers				Bande	Fire & Charge, Shock, Disciplined	Lead the Assault (0)	1	3	9
Formed C/L	Superior Unprotected	HFP Bow	Stave or Spear Expert Swordsmen						
Sailors				Melee Foot	Spirited Charge		0	3	6
Formed Loose	Superior Unprotected	CFP Bow	- Expert Swordsmen						
African or Arab Auxiliaries				Melee Foot	Shock, Disciplined		0	4	5
Formed Close	Average Unprotected	-	Stave or Spear Swordsmen						
1520 and after (replacing <u>all</u> Adventurers and Sailors)									
Portuguese Adventurers				Melee Foot	Fire & Charge, Shock, Disciplined	Regimental Guns (1), Lead the Assault (0)	1	3	9
Formed Close	Superior Unprotected	HFP Arquebus	Stave or Spear Expert Swordsmen						
Diehard Portuguese Adventurers				Bande	Fire & Charge, Shock, Disciplined	Lead the Assault (0)	1	3	10
Formed C/L	Superior Unprotected	HFP Arquebus	Stave or Spear Expert Swordsmen						
Sailors				Melee Foot	Spirited Charge		0	2	6
Formed Loose	Superior Unprotected	CFP Arquebus	- Expert Swordsmen						
1550 and after (replacing <u>all</u> African or Arab Auxiliaries)									
Lascarins				Melee Foot			0	2	5
Formed C/L	Average Unprotected	AFP Arquebus	Stave or Spear Swordsmen						
African or Arab Auxiliaries				Melee Foot	Shock, Disciplined		0	4	6
Formed Close	Average Unprotected	CFP Arquebus	Stave or Spear Swordsmen						

1630 and after (replacing <u>all</u> Adventurers, Lascarins, Sailors and African or Arab Auxiliaries)								
Portuguese Adventurers				Foot Regt	Fire & Charge, Shock, Lead the Assault	Regimental Guns (1)	1	3
Formed	Superior	AFP	Stave or Spear					
Close	Unprotected	Matchlock Musket	Expert Swordsmen					8
Diehard Portuguese Adventurers				Bande	Fire & Charge, Shock, Lead the Assault			8
Formed	Superior	AFP	Stave or Spear					
C/L	Unprotected	Matchlock Musket	Expert Swordsmen					
Lascarins				Melee Foot			0	4
Formed	Average	AFP	Stave or Spear					
C/L	Unprotected	Matchlock Musket	Swordsmen					
Sailors				Melee Foot	Spirited Charge		0	2
Formed	Superior	CFP	-					
Loose	Unprotected	Matchlock Musket	Expert Swordsmen					
African or Arab Auxiliaries				Melee Foot	Shock, Disciplined		0	4
Formed	Average	CFP	Stave or Spear					
Close	Unprotected	Matchlock Musket	Swordsmen					
Common to all dates								
Malay Cavalry				Cavalry	Pathfinder (1)		0	2
Formed	Average	AFP	-					
L/O	Unprotected	Javelins	Swordsmen					
Well-equipped Malay Cavalry				Cavalry				4
Formed	Average	AFP	-					
L/O	Protected	Javelins	Swordsmen					
Malay Warriors				Melee Irregulars	Spirited Charge, Reckless Pursuit		3	6
Tribal	Average	AFP	-					
Loose	Unprotected	Javelins	Swordsmen					
Malay Javelinmen				Missile Irregulars	Combat Shy (-1), Pathfinder (1)			3
Tribal	Average	AFP	-					
L/O	Unprotected	Javelins	-					
Malay Archers				Missile Irregulars	Combat Shy (-1)		0	2
Tribal	Average	AFP	-					
Loose	Unprotected	Bow	-					
1530 and after (Replacing <u>any</u> Malay Archers)								
Malay Arquebusiers				Missile Irregulars	Combat Shy	Combat Shy (-1), Regimental Guns (1)	0	2
Tribal	Average	AFP	-					
Loose	Unprotected	Arquebus	-					

<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	0	3	4
Formed	Average	AFP	-						
Loose	Unprotected	Light Gun	-						
<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	0	3	5
Formed	Average	AFP	-						
Loose	Unprotected	Medium Gun	-						
<i>Notes</i>									

Fort is not mandatory.

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

The following can garrison a Fort -

- Portuguese Adventurers
- Lascarins

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

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

As the first base of European Christian trading kingdom in Southeast Asia, it was surrounded by numerous emerging native Muslim states. Also, with hostile initial contact with the local Malay policy, Portuguese Malacca faced severe hostility. They endured years of battles started by Malay sultans who wanted to get rid of the Portuguese and reclaim their land. The sultan made several attempts to retake the capital. He rallied the support from his ally the Sultanate of Demak in Java who, in 1511, agreed to send naval forces to assist. Led by Pati Unus, the sultan of Demak, the combined Malay–Java efforts failed and were fruitless. The Portuguese retaliated and forced the sultan to flee to Pahang.

Several attempts to remove Malacca from Portuguese rule were made by the sultan of Johor. A request sent to Java in 1550 resulted in Queen Kalinyamat, the regent of Jepara, sending 4,000 soldiers aboard 40 ships to meet the Johor sultan's request to take Malacca. The Jepara troops later joined forces with the Malay alliance and managed to assemble around 200 warships for the upcoming assault. The combined forces attacked from the north and captured most of Malacca, but the Portuguese managed to retaliate and force back the invading forces.

By the early 17th century, the Dutch East India Company began contesting Portuguese power in the East. At that time, the Portuguese had transformed Malacca into an impregnable fortress, the Fortaleza de Malaca, controlling access to the sea lanes of the Straits of Malacca and the spice trade in the region, where it repulsed an attack from Aceh in 1568. The Dutch started by launching small incursions and skirmishes against the Portuguese.

487

Kingdom of Portugal (Campaign in Ethiopia)

Keynote

Battles of Amba Senait, Antalo Plain & Wofla

Dates

1540-1542

Generals

Any Professional or Instinctive (0-4)

Home Terrain

Cultivated, Mountains

Army Trait

Great Men, Western Colonialists, Reduced Scale

Training	Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts	
Order	Protection	Weapon	Melee						
Portuguese Adventurers				Melee Foot	Fire & Charge, Shock, Disciplined	Regimental Guns (1), Lead the Assault (0)	1	3	9
Formed	Superior	HFP	Stave or Spear						
Close	Unprotected	Arquebus	Expert Swordsmen						
Diehard Portuguese Adventurers				Bande	Fire & Charge, Shock, Disciplined	Lead the Assault (0)			10
Formed	Superior	HFP	Stave or Spear						
C/L	Unprotected	Arquebus	Expert Swordsmen						
Sailors				Melee Foot			0	1	6
Formed	Superior	CFP	-		Spirited Charge				
Loose	Unprotected	Arquebus	Expert Swordsmen						
African or Arab Auxiliaries				Melee Foot	Shock, Disciplined		0	4	6
Formed	Average	CFP	Stave or Spear						
Close	Unprotected	Arquebus	Swordsmen						
Ethiopian forces									
Queen Seble Wongel's Royal Regiment				Foot Regt	Shock, Fire & Charge, Personal Bodyguard		0	1	7
Drilled	Superior	AFP	-						
Close	Unprotected	Arquebus	Swordsmen						
Regional Čäwa Regiments				Foot Regt		Shock (1), Fire & Charge (0)	0	2	4
Formed	Average	AFP	-						
Close	Unprotected	Arquebus	Swordsmen						
Regional Čäwa Regiments				Melee Foot	Shock				5
Formed	Average	CFP	Impact Weapon						
Loose	Unprotected	Javelins	Swordsmen						
Balä'ge Levy				Melee Irregulars		Combat Shy (-1)	2	6	4
Tribal	Average	AFP	-						
Loose	Unprotected	Javelins	-						
Archers				Missile Irregulars		Combat Shy (-1)	1	3	3
Tribal	Average	AFP	-						
Loose	Unprotected	Bow	-						
Skirmishers				Missile Irregulars	Combat Shy, Pathfinder		0	3	2
Tribal	Poor	AFP	-						
L/O	Unprotected	Javelins	-						

Portuguese Guns				Battery		
Formed	Average	HFP	-	0	1	5
Loose	Unprotected	Light Gun	-			
Notes						

Portuguese Guns cannot be used with Regimental Guns and vice versa.
Queen Seble Wongel's Royal Regiment is a Personal Bodyguard for a Sub Commander (Queen Seble Wongel), not the Army Commander. If this TUG is used, one Sub Commander must be defined as Queen Seble Wongel, who cannot command non-Ethiopian TUGs.
Queen Seble Wongel never took to the field, but we do permit the option, with her regiment.

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

The Portuguese expedition to Ethiopia between 1540 and 1542 was a decisive episode in the wider conflict between the Christian Ethiopian Empire and the Muslim Adal Sultanate, whose leader, Ahmad ibn Ibrahim al-Ghazi (“Ahmad Gran”), had overrun much of the highlands. Responding to Ethiopian appeals for aid, King João III dispatched a force in 1541.

Landing at Massawa, the Portuguese marched inland to link with Emperor Gelawdewos. Initially, da Gama’s men achieved notable victories at Baçente and other engagements, where disciplined arquebusiers and field tactics allowed them to overcome numerically superior Adalite forces. However, the expedition suffered from logistical constraints, unfamiliar terrain, and the difficulty of coordinating with fragmented Ethiopian forces.

In August 1542, at the battles of Jarte and Wofla, Ahmad Gran—bolstered by Ottoman-supplied musketeers—inflicted decisive defeats on the Portuguese. Cristóvão da Gama was captured and executed, temporarily crippling the expedition. Yet the surviving Portuguese integrated with Ethiopian forces, and in the climactic Battle of Wayna Daga (1543), their gunpowder technology helped secure the defeat and death of Ahmad Gran, restoring Ethiopian independence and reshaping the Horn of Africa’s military balance.

488

Privateers and 'Supplementary Navies'

Keynote

Piracy in the Caribbean

Dates

1520-1619

Generals

Any Instinctive or Tribal (0-4)

Home Terrain

Jungle

Army Trait

Littoral, Militant, Shore Bombardment, Reduced Scale

Training	Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts
Order	Protection	Weapon	Melee					
Privateers			Melee Irregulars	Spirited Charge, Impetuous, Lead the Assault				
Formed	Superior	CFP	Stave or Spear		2	8	9	
Loose	Unprotected	Arquebus	Expert Swordsmen					
Skirmishing Privateers			Skirmishers					
Formed	Superior	AFP	-		2	4	5	
L/O	Unprotected	Arquebus	Expert Swordsmen					
Marines or Regular Soldiers			Bande					
Drilled	Superior	HFP	Stave or Spear	Shock	0	2	9	
C/L/O	Unprotected	Arquebus	Expert Swordsmen					
Indigenous Warriors			Melee Irregulars	Spirited Charge, Impetuous				
Tribal	Average	-	Impact Weapon		0	4	4	
L/O	Unprotected	-	-					
Indigenous Skirmishers and Scouts			Missile Irregulars	Combat Shy, Pathfinder				
Tribal	Average	AFP	-		0	2	3	
L/O	Unprotected	Javelins	-					
Privateers on nags or donkeys			Dragoons					
Formed	Superior	AFP	-	Pathfinder	0	2	4	
Loose	Unprotected	Arquebus	-					
Replacing <u>any</u> Privateers or Skirmishing Privateers								
Old and Infirm			Melee Irregulars					
Tribal	Average	-	-	Combat Shy	0	1	1	
Loose	Unprotected	-	-					
Uncontrolled Pirates			Melee Irregulars	Spirited Charge, Impetuous				
Formed	Superior	-	Stave or Spear		0	3	7	
Loose	Unprotected	-	Expert Swordsmen					

<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	0	2	4
Formed	Average	AFP	-						
Loose	Unprotected	Light Gun	-						
<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	0	2	5
Formed	Average	AFP	-						
Loose	Unprotected	Medium Gun	-						
<i>Notes</i>									

Allies

Privateers & 'Supplementary Navies' - up to 3 allied commands

Historical Introduction (Wikipedia - CC-BY-SA)

Piracy was sometimes given legal status by the colonial powers, especially France under King Francis I, in the hope of weakening Spain and Portugal's trade monopolies in the Atlantic and Indian Oceans. This officially sanctioned piracy was known as privateering. From 1520 to 1560, French privateers were alone in their fight against the Crown of Spain and the vast commerce of the Spanish Empire in the New World, but were later joined by the English and Dutch.

In the Caribbean the use of privateers was especially popular. The cost of maintaining a fleet to defend the colonies was beyond national governments of the 16th and 17th centuries. Private vessels would be commissioned into a de facto 'navy' with a letter of marque, paid with a substantial share of whatever they could capture from enemy ships and settlements, the rest going to the crown.

489

Kingdom of Portugal (Portuguese Brazil)

Keynote

Portuguese settlement until the Battle of Tabocas and the Battles of Guararapes

Dates

1530-1661

Generals

Any Professional or Instinctive (0-4)

Home Terrain

Jungle

Army Trait

Great Men, Littoral, Shore Bombardment, Fort, Western Colonialists, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts		
Portuguese Adventurers				Melee Foot	Fire & Charge, Shock, Disciplined	Regimental Guns (1), Lead the Assault (0)	1	3	9	
Formed	Superior	HFP	Stave or Spear							
Close	Unprotected	Arquebus	Expert Swordsmen							
Diehard Portuguese Adventurers				Bande	Fire & Charge, Shock, Disciplined	Lead the Assault (0)			10	
Formed	Superior	HFP	Stave or Spear							
C/L	Unprotected	Arquebus	Expert Swordsmen							
Sailors				Melee Foot	Spirited Charge		0	2	6	
Formed	Superior	CFP	-							
Loose	Unprotected	Arquebus	Expert Swordsmen							
African or Arab Auxiliaries				Melee Foot	Shock, Disciplined		0	4	5	
Formed	Average	-	Stave or Spear							
Close	Unprotected	-	Swordsmen							
1550 and after (replacing <u>all</u> African or Arab Auxiliaries)										
Lascarins				Melee Foot			0	2	5	
Formed	Average	AFP	Stave or Spear							
C/L	Unprotected	Arquebus	Swordsmen							
African or Arab Auxiliaries				Melee Foot	Shock, Disciplined		0	4	6	
Formed	Average	CFP	Stave or Spear							
Close	Unprotected	Arquebus	Swordsmen							
1630 and after (replacing <u>all</u> Adventurers, Lascarins, Sailors and African or Arab Auxiliaries)										
Portuguese Adventurers				Foot Regt	Fire & Charge, Shock, Lead the Assault	Regimental Guns (1)	1	3	8	
Formed	Superior	AFP	Stave or Spear							
Close	Unprotected	Matchlock Musket	Expert Swordsmen							
Diehard Portuguese Adventurers				Bande	Fire & Charge, Shock, Lead the Assault				8	
Formed	Superior	AFP	Stave or Spear							
C/L	Unprotected	Matchlock Musket	Expert Swordsmen							
Lascarins				Melee Foot			0	4	5	
Formed	Average	AFP	Stave or Spear							
C/L	Unprotected	Matchlock Musket	Swordsmen							
Sailors				Melee Foot	Spirited Charge		0	2	6	
Formed	Superior	CFP	-							
Loose	Unprotected	Matchlock Musket	Expert Swordsmen							
African or Arab Auxiliaries				Melee Foot	Shock, Disciplined		0	4	6	
Formed	Average	CFP	Stave or Spear							
Close	Unprotected	Matchlock Musket	Swordsmen							
Subjugated Brazilian tribes, common to all dates										
Tribal Warriors				Melee Irregulars	Spirited Charge, Impetuous		3	8	5	
Tribal	Average	CFP	Impact Weapon							
Loose	Unprotected	Bow	Swordsmen							
Tribal Skirmishers with Bow				Missile Irregulars	Combat Shy (-1)			8	3	
Tribal	Average	AFP	-							
L/O	Unprotected	Bow	-							

Guerilla Warriors				Skirmishers				
Tribal	Superior	AFP	-	Pathfinder	Independent (1), Combat Shy (-1)	0	2	4
L/O	Unprotected	Bow	-					
Guerilla Warriors with Firearms				Skirmishers				
Tribal	Average	HFP	-	Pathfinder	Independent (1), Combat Shy (-1)	0	1	5
L/O	Unprotected	Arquebus	-					
Specialist Ambushers				Skirmishers				
Tribal	Average	HFP	-		Independent (1), Pathfinder (1)	0	1	3
L/O	Unprotected	Bow	-					
Dismounted Naval Guns				Battery				
Formed	Average	AFP	-	Hasty Defences	Barricades (2), Redoubts (2)	0	2	4
Loose	Unprotected	Light Gun	-					
Dismounted Naval Guns				Battery				
Formed	Average	AFP	-	Hasty Defences	Barricades (2), Redoubts (2)			5
Loose	Unprotected	Medium Gun	-					
Notes								

Fort and Shore Bombardment are not mandatory.

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

The following can garrison a Fort -

- Portuguese Adventurers
- Lascarins

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

Allies

Tupi Peoples of Brazil

Gé Peoples of Brazil

Historical Introduction (Wikipedia - CC-BY-SA)

Pirates, mainly French, began dealing in pau brasil with the Amerindians. This situation worried Portugal, which in the 1530s started to encourage the colonisation of Brazil, principally for defensive reasons. .

The Battle of Tabocas took place on Mount Tabocas, in the Hereditary Captaincy of Pernambuco, on 3 August 1645. It was won by the Portuguese forces. The battle was the first major victory in the nine-year period of war that would lead to the retreat of the Dutch from Northeastern Brazil.

The Second Battle of Guararapes was the second and decisive battle in a conflict called the Pernambucana Insurrection, between Dutch and Portuguese forces in February 1649 at Jaboatão dos Guararapes in Pernambuco. The defeat convinced the Dutch "that the Portuguese were formidable opponents, something which they had hitherto refused to concede"

490

Huguenot France (France Antarctique)

Keynote

A haven for Huguenots, until destroyed by the Portuguese

Dates

1555-1567

Generals

Any (0-4)

Home Terrain

Waterside

Army Trait

Great Men, Littoral, Domiciled, Fort, Western Colonialists, Reduced Scale

Training	Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts
Order	Protection	Weapon	Melee					
Cheveau-léger			Horse					
Formed	Average	-	Light Lance					3
L/O	Protected	-	Swordsmen					
Mounted Arquebusiers			Horse					
Formed	Average	AFP	-	Combat Shy	Pathfinder (1)	0	1	2
L/O	Unprotected	Mounted Shot	-					
Mounted Arquebusiers			Dragoons					
Formed	Average	AFP	-	Combat Shy,				3
Loose	Unprotected	Arquebus	-	Pathfinder				
Settled Colonists and Militia			Foot Regt					
Formed	Average	AFP	-		Combat Shy (-1),	2	6	4
Loose	Unprotected	Arquebus	Swordsmen		Hasty Defences (1)			
Arquebusiers			Skirmishers					
Formed	Average	AFP	-	Combat Shy		1	3	3
L/O	Unprotected	Arquebus	-					
Indigenous Skirmishers and Scouts			Missile Irregulars					
Tribal	Average	AFP	-	Combat Shy,		0	2	3
L/O	Unprotected	Javelins	-	Pathfinder				

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

The following can garrison a Fort -

- Settled Colonists and Militia

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

Allies

Tupi Peoples of Brazil

Gé Peoples of Brazil

Only one ally can be taken.

Historical Introduction (Wikipedia - CC-BY-SA)

On 1 November 1555 French vice-admiral Nicolas Durand de Villegaignon, a Catholic knight of the Order of Malta, who later would help the Huguenots to find a refuge against persecution, led a small fleet of two ships and 600 soldiers and colonists, and took possession of the small island of Serigipe in the Guanabara Bay, in front of present-day Rio de Janeiro, where they built a fort named Fort Coligny.

In 1560 Mem de Sá, the new Governor-General of Brazil, received from the Portuguese government the command to expel the French. With a fleet of 26 warships and 2,000 soldiers, on 15 March 1560, he attacked and destroyed Fort Coligny within three days, but was unable to drive off their inhabitants and defenders, because they escaped to the mainland with the help of the Tupi Indians

491

Habsburg Spain (Spanish Philippines)

Keynote

Cambodian–Spanish War and clashes with the Portuguese.

Dates

1565-1597

Generals

Any Professional or Instinctive (0-4)

Home Terrain

Jungle

Army Trait

Great Men, Littoral, Shore Bombardment, Militant, Western Colonialists, Reduced Scale

Training	Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts		
Order	Protection	Weapon	Melee							
Spanish Sword & Bucklermen (Rodeleros)				Melee Foot		2	3	7		
Drilled	Superior	-	-	Shock						
Loose	Armoured	-	Expert Swordsmen							
Colonial Spanish Foot				Melee Foot				Shock	7	
Formed	Superior	-	-							
C/L	Armoured	-	Expert Swordsmen							
Spanish Adventurers				Bande				Fire & Charge, Shock, Disciplined	Lead the Assault (0)	11
Drilled	Superior	HFP	-							
C/L	Armoured	Arquebus	Expert Swordsmen							
Diehard Spanish Adventurers				Bande				Fire & Charge, Shock, Disciplined	Lead the Assault (0)	11
Drilled	Superior	HFP	-							
C/L/O	Protected	Arquebus	Expert Swordsmen							
Spanish Arquebusiers and Crossbowmen				Skirmishers		Disciplined	0	1	7	
Formed	Superior	HFP	-							
L/O	Armoured	Arquebus	-							
Colonist Makeshift Tercio				Pike & Shot		Disciplined	0	2	7	
Formed	Average	AFP	-							
Close	Protected	Arquebus	-							
Colonist Makeshift Militia Tercio				Pike & Shot			4	5		
Formed	Average	AFP	-							
Close	Unprotected	Arquebus	-							
Subjugated Filipinos				Melee Irregulars		2	6	4		
Tribal	Average	AFP	-							
Loose	Unprotected	Javelins	Swordsmen							
Christian Japanese				Sonae		0	3	5		
Formed	Average	AFP	-							
Loose	Unprotected	Arquebus	Swordsmen							
Christian Japanese				Foot Regt				4		
Formed	Average	AFP	-							
Loose	Unprotected	Arquebus	-							
Indigenous Skirmishers and Scouts				Missile Irregulars		Combat Shy, Pathfinder	0	2	3	
Tribal	Average	AFP	-							
L/O	Unprotected	Javelins	-							

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

Shore Bombardment is not mandatory.

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

The Spaniards had been exploring the Philippines since the early 16th century. Ferdinand Magellan, a Portuguese navigator in charge of a Spanish expedition to circumnavigate the globe, was killed by warriors of datu Lapulapu at the Battle of Mactan. In 1543, Ruy López de Villalobos arrived at the islands of Leyte and Samar and named them Las Islas Filipinas in honour of Philip II of Spain

In 1573, Japan expanded its trade in northern Luzon. In 1580, the Japanese lord Tay Fusa established the independent Wokou Tay Fusa state in non-colonial Cagayan. When the Spanish arrived in the area, they subjugated the new kingdom, resulting in 1582 Cagayan battles.

The first Spanish expedition arrived in Cambodian in 1596. Three ships under the command of Juan Juárez Gallinato, having 140 Spanish soldiers, Philippine islanders and Japanese Christian mercenaries. The presence of the Iberians became troubling after clashing with and submitting a force of 2000 Chinese, and facing the king's tension, Veloso advised the expedition to assault his palace and capture him. The assault was unsuccessful, as the king died, and the expedition was forced to reunite with Gallinato and escape.

492

Kingdom of England (East India Company)

Keynote

Anglo-Persian capture of Ormuz and initial footsteps into India

Dates

1618-1721

Generals

Any Professional (0-4)

Home Terrain

Waterside

Army Trait

Great Men, Littoral, Shore Bombardment, Militant, Western Colonialists, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts	
Company Soldiers				Large Pike & Shot		1	3	10	
Formed	Superior	AFP	-						
Close	Protected	Matchlock Musket	-						
Company Soldiers and Sailors				Foot Regt	Shock			6	
Formed	Superior	AFP	-						
Close	Protected	Matchlock Musket	-						
1635 and after (replacing <u>all</u> Company Soldiers & Company Soldiers and Sailors)									
Company Soldiers				Pike & Shot	Regimental Guns, Lead the Assault	1	3	9	
Drilled	Superior	AFP	-						
Close	Protected	Matchlock Musket	-						
Company Soldiers				Pike & Shot	Regimental Guns, Lead the Assault			8	
Drilled	Superior	AFP	-						
Close	Unprotected	Matchlock Musket	-						
1671 and after (replacing <u>all</u> Company Soldiers)									
Company Soldiers				Foot Regt	Integral Pike, Disciplined, Regimental Guns	Lead the Assault (0)	1	3	10
Drilled	Superior	AFP	Plug Bayonet						
C/L	Unprotected	Matchlock Musket	Bayonet						
1699 and after (replacing <u>all</u> Company Soldiers)									
Company Soldiers				Foot Regt	Disciplined, Regimental Guns, Lead the Assault		1	3	11
Drilled	Superior	AFP	Socket Bayonet						
C/L	Unprotected	Flintlock Musket	Bayonet						
Aftet 1635									
Sailors				Melee Foot	Spirited Charge		0	2	6
Formed	Superior	CFP	-						
Loose	Unprotected	Matchlock Musket	Expert Swordsmen						
Indigenous Skirmishers and Scouts				Missile Irregulars	Combat Shy, Pathfinder		0	2	3
Tribal	Average	AFP	-						
L/O	Unprotected	Javelins	-						

<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	0	2	4		
Formed	Average	AFP	-								
Loose	Unprotected	Light Gun	-								
<i>Dismounted Naval Guns</i>				<i>Battery</i>					Hasty Defences	Barricades (2), Redoubts (2)	5
Formed	Average	AFP	-								
Loose	Unprotected	Medium Gun	-								
<i>Notes</i>											

This list is primarily as use as an ally for other armies - and is consequently small. However, it can be used stand-alone for initial colonial contact.

Where possible this army must attack. The owning player must never choose to defend.

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

The East India Company, benefiting from the imperial patronage, expanded its commercial trading operations. It eclipsed the Portuguese Estado da Índia, which had established bases in Goa, Chittagong, and Bombay – Portugal later ceded Bombay to England as part of the dowry of Catherine of Braganza on her marriage to King Charles II. The East India Company also launched a joint attack with the Dutch United East India Company (VOC) on Portuguese and Spanish ships off the coast of China, which helped secure EIC ports in China.

In 1662, the Capture of Ormuz was a combined Anglo-Persian expedition that successfully captured the Portuguese garrison at Hormuz Island after a ten-week siege, thus opening up Persian trade with England in the Persian Gulf. Before the capture of Ormuz, the Portuguese had held the Castle of Ormuz for more than a century, since 1507 when Afonso de Albuquerque established it in the capture of Ormuz, giving them full control of the trade between India and Europe through the Persian Gulf.

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Dutch Republic (Dutch India)

Keynote

Dutch East India Company (VOC)

Dates

1605-1721

Generals

Any Professional (0-4)

Home Terrain

Waterside, Jungle

Army Trait

Great Men, Littoral, Shore Bombardment, Militant, Western Colonialists, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts	
Company Soldiers				Pike & Shot	Regimental Guns, Lead the Assault	1	3	10	
Drilled	Superior	HFP	-						
Close	Protected	Matchlock Musket	-						
Company Soldiers				Pike & Shot	Regimental Guns, Lead the Assault	1	3	9	
Drilled	Superior	HFP	-						
Close	Unprotected	Matchlock Musket	-						
1671 and after (replacing <u>all</u> Company Soldiers)									
Company Soldiers				Foot Regt	Integral Pike, Disciplined, Regimental Guns	Lead the Assault (0)	1	3	11
Drilled	Superior	HFP	Plug Bayonet						
C/L	Unprotected	Matchlock Musket	Bayonet						
1699 and after (replacing <u>all</u> Company Soldiers)									
Company Soldiers				Foot Regt	Disciplined, Regimental Guns, Lead the Assault	1	3	12	
Drilled	Superior	HFP	Socket Bayonet						
C/L	Unprotected	Flintlock Musket	Bayonet						
Common to all dates									
Sailors				Melee Foot	Spirited Charge	0	2	6	
Formed	Superior	CFP	-						
Loose	Unprotected	Matchlock Musket	Expert Swordsmen						
Indian Cavalry				Horse		0	2	3	
Formed	Average	-	Light Lance						
Loose	Unprotected	-	Swordsmen						
Indian Cavalry				Cavalry	Combat Shy (-1), Pathfinder (1)	0	2	3	
Formed	Average	AFP	Light Lance						
L/O	Unprotected	Javelins	-						
Indian Archers				Melee Irregulars	Combat Shy	Pavise (0)	2	8	3
Tribal	Average	AFP	-						
Loose	Unprotected	Bow	-						
Indian Swordsmen				Melee Irregulars	Combat Shy (-1)	2	8	3	
Tribal	Average	-	-						
Loose	Unprotected	-	Swordsmen						
Indian Spearmen				Melee Irregulars	Combat Shy (-1)	2	8	4	
Tribal	Average	-	Stave or Spear						
Loose	Unprotected	-	Stave or Spear						
Indian Archers supported by Spearmen				Melee Irregulars	Combat Shy (-1), Pavise (0)	2	8	5	
Tribal	Average	AFP	Stave or Spear						
Loose	Unprotected	Bow	-						
Indian Javelinmen				Melee Irregulars	Combat Shy (-1), Pavise (0)	2	8	4	
Tribal	Average	AFP	-						
Loose	Unprotected	Javelins	-						

Indian Banduqchis				Melee Irregulars				
Tribal	Average	AFP	-	Combat Shy	Pavise (0)	0	2	4
Loose	Unprotected	Arquebus	-					
Warrior-class Archers				Foot Regt		0	4	
Formed	Average	AFP	-	Combat Shy	Regimental Guns (1), Pavise (0)			3
Loose	Unprotected	Bow	Swordsmen					
Warrior-class Archers supported by Spearmen				Foot Regt				4
Formed	Average	AFP	Stave or Spear		Combat Shy (-1), Pavise (0)			
Loose	Unprotected	Bow	-					
Warrior-class Swordsmen				Melee Foot				3
Formed	Average	-	-	Fleet of Foot	Shock (1)			
Loose	Unprotected	-	Swordsmen					
Warrior-class Armoured Swordsmen				Melee Foot				3
Formed	Average	-	-		Shock (1)			
Loose	Protected	-	Swordsmen					
Warrior-class Armoured Spearmen				Foot Regt				4
Formed	Average	-	Stave or Spear		Shock (1)			
Loose	Protected	-	Stave or Spear					
Warrior-class Javelinmen				Foot Regt				4
Formed	Average	AFP	-	Fire & Charge	Fleet of Foot (1), Pavise (0)			
L/O	Unprotected	Javelins	-					
Warrior-class Banduqchis				Foot Regt				
Formed	Average	AFP	-	Combat Shy	Regimental Guns (1), Pavise (0)	0	2	3
Loose	Unprotected	Arquebus	-					
1630 onwards (Replacing <u>all</u> earlier Indian Banduqchis)								
Indian Banduqchis				Melee Irregulars				
Tribal	Average	AFP	-	Combat Shy	Pavise (0)	0	2	4
Loose	Unprotected	Matchlock Musket	-					
Warrior-class Banduqchis				Foot Regt				
Formed	Average	AFP	-	Combat Shy	Pavise (0)	0	2	4
Loose	Unprotected	Matchlock Musket	-					

<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	0	2	4
Formed	Average	AFP	-						
Loose	Unprotected	Light Gun	-						
<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	0	2	5
Formed	Average	AFP	-						
Loose	Unprotected	Medium Gun	-						
<i>Notes</i>									

Shore Bombardment is not mandatory.

Allies

Sri Lankan Kingdoms (Kingdom of Kandy) - Dutch Ceylon only

Historical Introduction (Wikipedia - CC-BY-SA)

Dutch India consisted of the settlements and trading posts of the Dutch East India Company on the Indian subcontinent. Dutch India was divided into the govern-orates Dutch Ceylon and Dutch Coromandel, the commandment Dutch Malabar, and the directorates Dutch Bengal and Dutch Suratte.

The Dutch with their local Johor allies assaulted and wrested Malacca from the Portuguese in January 1641. This combined Dutch-Johor effort effectively destroyed the last bastion of Portuguese power, removing their influence in the Malay archipelago. As per the agreement with Johor in 1606, the Dutch took control of Malacca and agreed not to seek territories or wage war with the Malay kingdoms.

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Dutch Republic (Dutch Malacca)

Keynote

Dutch East India Company (VOC)

Dates

1610-1721

Generals

Any Professional (0-4)

Home Terrain

Jungle

Army Trait

Great Men, Littoral, Shore Bombardment, Fort, Western Colonialists, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts	
Company Soldiers				Pike & Shot	Regimental Guns, Lead the Assault	1	3	10	
Drilled	Superior	HFP	-						
Close	Protected	Matchlock Musket	-						
Company Soldiers				Pike & Shot	Regimental Guns, Lead the Assault	1	3	9	
Drilled	Superior	HFP	-						
Close	Unprotected	Matchlock Musket	-						
1671 and after (replacing <u>all</u> Company Soldiers)									
Company Soldiers				Foot Regt	Integral Pike, Disciplined, Regimental Guns	Lead the Assault (0)	1	3	11
Drilled	Superior	HFP	Plug Bayonet						
C/L	Unprotected	Matchlock Musket	Bayonet						
1699 and after (replacing <u>all</u> Company Soldiers)									
Company Soldiers				Foot Regt	Disciplined, Regimental Guns, Lead the Assault	1	3	12	
Drilled	Superior	HFP	Socket Bayonet						
C/L	Unprotected	Flintlock Musket	Bayonet						
Common to all dates									
Sailors				Melee Foot	Spirited Charge	0	2	6	
Formed	Superior	CFP	-						
Loose	Unprotected	Matchlock Musket	Expert Swordsmen						
Malay Cavalry				Cavalry	Pathfinder (1)	0	2	3	
Formed	Average	AFP	-						
L/O	Unprotected	Javelins	Swordsmen						
Well-equipped Malay Cavalry				Cavalry		0	2	4	
Formed	Average	AFP	-						
L/O	Protected	Javelins	Swordsmen						
Asian War-Elephants with substantial escorts				Elephantry	Supporting Skirmishers	0	2	5	
Tribal	Average	-	-						
Loose	Protected	-	-						
Malay Warriors				Melee Irregulars	Spirited Charge, Reckless Pursuit	2	3	5	
Tribal	Average	AFP	-						
Loose	Unprotected	Javelins	Swordsmen						
Malay Javelinmen				Missile Irregulars	Combat Shy (-1), Pathfinder (1)	2	3	3	
Tribal	Average	AFP	-						
L/O	Unprotected	Javelins	-						
Malay Archers				Missile Irregulars	Combat Shy (-1)	0	2	3	
Tribal	Average	AFP	-						
Loose	Unprotected	Bow	-						
Malay Arquebusiers				Missile Irregulars	Combat Shy Regimental Guns (1)	0	2	3	
Tribal	Average	AFP	-						
Loose	Unprotected	Arquebus	-						

1650 onwards (Replacing all Malay Arquebusiers)								
Malay Musketeers				Foot Regt	Combat Shy (-1), Regimental Guns (1)	0	2	4
Formed	Average	AFP	-					
Loose	Unprotected	Matchlock Musket	-					
Dismounted Naval Guns				Battery	Hasty Defences	Barricades (2), Redoubts (2)	0	2
Formed	Average	AFP	-					
Loose	Unprotected	Light Gun	-					
Dismounted Naval Guns				Battery				
Formed	Average	AFP	-	Hasty Defences	Barricades (2), Redoubts (2)	0	2	5
Loose	Unprotected	Medium Gun	-					
Notes								

Shore Bombardment & Fort are not mandatory.

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

The following can garrison a Fort -

- Company Soldiers

Allies

Johor Sultanate (Malay Archipelago Sultanates)

Historical Introduction (Wikipedia - CC-BY-SA)

In the early 17th century, the Dutch East India Company (VOC) began the campaign to destroy Portuguese power in the East. At that time, the Portuguese had transformed Malacca into an impregnable fortress (the Fortaleza de Malaca), controlling access to the sea lanes of the Straits of Malacca and the spice trade there. The Dutch started by launching small incursions and skirmishes against the Portuguese.

The Dutch improved and expanded the Portuguese fortress and built walls to protect the harbour and expanded city. During their rule the famous city hall or Stadthuys was also constructed, which still stands today.

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Dutch Republic (Colonial Empire)

Keynote

Overseas territories controlled by Dutch chartered companies (VOC etc)

Dates

1581-1721

Generals

Any Professional (0-4)

Home Terrain

Waterside

Army Trait

Great Men, Littoral, Shore Bombardment, Militant, Western Colonialists, Reduced Scale

Training	Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts
Order	Protection	Weapon	Melee					
Company Soldiers			Pike & Shot					
Formed	Superior	HFP	-			1	3	8
Close	Protected	Arquebus	-					
Dutch Adventurers			Melee Foot	Fire & Charge, Shock, Disciplined	Lead the Assault (0)			9
Formed	Superior	HFP	Stave or Spear					
Close	Unprotected	Arquebus	Expert Swordsmen					
Sailors			Melee Foot					
Formed	Superior	CFP	-	Spirited Charge		0	2	6
Loose	Unprotected	Arquebus	Expert Swordsmen					
Indigenous Skirmishers and Scouts			Missile Irregulars	Combat Shy, Pathfinder		0	2	3
Tribal	Average	AFP	-					
L/O	Unprotected	Javelins	-					
1610 and after (replacing <u>all</u> earlier Company Soldiers)								
Company Soldiers			Pike & Shot					
Drilled	Superior	HFP	-	Regimental Guns, Lead the Assault		1	3	10
Close	Protected	Matchlock Musket	-					
Company Soldiers			Pike & Shot	Regimental Guns, Lead the Assault				9
Drilled	Superior	HFP	-					
Close	Unprotected	Matchlock Musket	-					
1610 and after (replacing <u>all</u> earlier Sailors)								
Sailors			Melee Foot					
Formed	Superior	CFP	-	Spirited Charge		0	2	6
Loose	Unprotected	Matchlock Musket	Expert Swordsmen					
1671 and after (replacing <u>all</u> Company Soldiers)								
Company Soldiers			Foot Regt	Integral Pike, Disciplined, Regimental Guns	Lead the Assault (0)			
Drilled	Superior	HFP	Plug Bayonet			1	3	11
C/L	Unprotected	Matchlock Musket	Bayonet					
1699 and after (replacing <u>all</u> Company Soldiers)								
Company Soldiers			Foot Regt	Disciplined, Regimental Guns, Lead the Assault				
Drilled	Superior	HFP	Socket Bayonet			1	3	12
C/L	Unprotected	Flintlock Musket	Bayonet					

<i>Dismounted Naval Guns</i>				<i>Battery</i>		Barricades	0	2	4
Formed	Average	AFP	-	Hasty Defences	(2), Redoubts				
Loose	Unprotected	Light Gun	-		(2)				
<i>Dismounted Naval Guns</i>				<i>Battery</i>		Barricades			5
Formed	Average	AFP	-	Hasty Defences	(2), Redoubts				
Loose	Unprotected	Medium Gun	-		(2)				
<i>Notes</i>									

This list is primarily as use as an ally for other armies - and is consequently small. However, it can be used stand-alone for initial colonial contact.

No more than the minimum of Dutch Adventurers can be used after 1605 (as diehards)

Where possible this army must attack. The owning player must never choose to defend.

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

The Dutch Empire comprised the overseas territories and trading posts controlled and administered by Dutch chartered companies—mainly the Dutch West India Company and the Dutch East India Company—and subsequently by the Dutch Republic (1581–1795)

The VOC began to prise away the string of coastal fortresses that, at the time, comprised the Portuguese Empire. The settlements were isolated, difficult to reinforce if attacked, and prone to being picked off one by one, but nevertheless, the Dutch only enjoyed mixed success in its attempts to do so. Amboina was captured from the Portuguese in 1605, but an attack on Malacca the following year narrowly failed in its objective to provide a more strategically located base in the East Indies with favourable monsoon winds.

The Dutch established a colony at Tayouan, in the south of Taiwan, an island then largely dominated by Portuguese traders and known as Formosa; and, in 1642 the Dutch took northern Formosa from the Spanish by force.

Unlike in Asia, Dutch successes against the Portuguese in Brazil and Africa were short-lived. Years of settlement had left large Portuguese communities under the rule of the Dutch, who were by nature traders rather than colonisers.

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Golden Age of Piracy

Keynote

European piracy in Southeast Asia, Madagascar, The Caribbean, Canary Islands & North America

Dates

1620-1721

Generals

Any Instinctive or Tribal (0-3)

Home Terrain

Jungle

Army Trait

Littoral, Vital Settlement, Shore Bombardment, Militant, Western Colonialists, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Freebooters				Melee Irregulars	Spirited Charge, Impetuous, Lead the Assault	2	8	9
Formed	Superior	CFP	Stave or Spear					
Loose	Unprotected	Matchlock Musket	Expert Swordsmen					
Skirmishing Freebooters				Skirmishers		2	4	5
Formed	Superior	AFP	-					
L/O	Unprotected	Matchlock Musket	Expert Swordsmen					
1671 and after (replacing <u>all</u> Freebooters)								
Freebooters				Melee Irregulars	Spirited Charge, Impetuous, Lead the Assault	2	8	9
Formed	Superior	CFP	Plug Bayonet					
Loose	Unprotected	Matchlock Musket	Bayonet					
Skirmishing Freebooters				Skirmishers		2	4	5
Formed	Superior	AFP	-					
L/O	Unprotected	Matchlock Musket	Expert Swordsmen					
1699 and after (replacing <u>all</u> Freebooters and Skirmishing Freebooters)								
Freebooters				Melee Irregulars	Spirited Charge, Impetuous, Lead the Assault	2	8	10
Formed	Superior	CFP	Socket Bayonet					
Loose	Unprotected	Flintlock Musket	Bayonet					
Skirmishing Freebooters				Skirmishers		2	4	6
Formed	Superior	AFP	-					
L/O	Unprotected	Flintlock Musket	Expert Swordsmen					
Common to all dates								
Indigenous Warriors				Melee Irregulars	Spirited Charge, Impetuous	0	4	4
Tribal	Average	-	Impact Weapon					
L/O	Unprotected	-	-					
Indigenous Skirmishers and Scouts				Missile Irregulars	Combat Shy, Pathfinder	0	2	3
Tribal	Average	AFP	-					
L/O	Unprotected	Javelins	-					
Freebooters on nags or donkeys				Dragoons	Pathfinder	0	2	4
Formed	Superior	AFP	-					
Loose	Unprotected	Matchlock Musket	-					
Replacing <u>any</u> Freebooters or Skirmishing Freebooters								
Old and Infirm				Melee Irregulars	Combat Shy	0	1	1
Tribal	Average	-	-					
Loose	Unprotected	-	-					
Uncontrolled Pirates				Melee Irregulars	Spirited Charge, Impetuous	0	3	7
Formed	Superior	-	Stave or Spear					
Loose	Unprotected	-	Expert Swordsmen					

before 1670 only										
Marines or Regular Soldiers				Bande		Shock	0	2	9	
Drilled	Superior	HFP	Stave or Spear							
C/L/O	Unprotected	Matchlock Musket	Expert Swordsmen							
Dismounted Naval Guns				Battery		Hasty Defences	Barricades (2), Redoubts (2)	0	2	4
Formed	Average	AFP	-							
Loose	Unprotected	Light Gun	-							
Dismounted Naval Guns				Battery		Hasty Defences	Barricades (2), Redoubts (2)	0	2	5
Formed	Average	AFP	-							
Loose	Unprotected	Medium Gun	-							
Notes										

Vital Settlement is not mandatory.

Allies

Golden Age of Piracy (up to 3 allied commands)

Historical Introduction (Wikipedia - CC-BY-SA)

Histories of piracy often subdivide the Golden Age of Piracy into three periods:

The buccaneering period (approximately 1650 to 1680), characterized by Anglo-French seamen based in Jamaica and Tortuga attacking Spanish colonies, and shipping in the Caribbean and eastern Pacific.

The Pirate Round (1690s), associated with long-distance voyages from the Americas to rob Muslim and East India Company targets in the Indian Ocean and Red Sea.

The post-Spanish Succession period (1715 to 1726), when Anglo-American sailors and privateers left unemployed by the end of the War of the Spanish Succession turned to piracy in the Caribbean, the Indian Ocean, the North American eastern seaboard, and the West African coast.

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Dutch Republic (Dutch Formosa)

Keynote

Guo Huaiyi rebellion and the Chinese invasion of Formosa

Dates

1624-1668

Generals

Any Professional (0-4)

Home Terrain

Jungle

Army Trait

Great Men, Littoral, Shore Bombardment, Fort, Western Colonialists, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts	
Company Soldiers				Pike & Shot	Regimental Guns, Lead the Assault	1	3	10	
Drilled	Superior	HFP	-						
Close	Protected	Matchlock Musket	-						
Company Soldiers				Pike & Shot	Regimental Guns, Lead the Assault	1	3	9	
Drilled	Superior	HFP	-						
Close	Unprotected	Matchlock Musket	-						
1671 and after (replacing <u>all</u> Company Soldiers)									
Company Soldiers				Foot Regt	Integral Pike, Disciplined, Regimental Guns	Lead the Assault (0)	1	3	11
Drilled	Superior	HFP	Plug Bayonet						
C/L	Unprotected	Matchlock Musket	Bayonet						
Common to all dates									
Sailors				Melee Foot	Spirited Charge	0	2	6	
Formed	Superior	CFP	-						
Loose	Unprotected	Matchlock Musket	Expert Swordsmen						
Taiwanese aboriginal warrriors				Melee Irregulars	Spirited Charge	2	4	5	
Tribal	Average	-	Impact Weapon						
Loose	Unprotected	-	Swordsmen						
Taiwanese aboriginal skirmishers				Missile Irregulars	Pathfinder	2	4	4	
Tribal	Average	AFP	-						
L/O	Unprotected	Javelins	Swordsmen						
Dutch trained Taiwanese				Missile Irregulars		0	2	3	
Tribal	Average	LFP	-						
Loose	Unprotected	Matchlock Musket	-						
Impressed Han settlers				Melee Irregulars		0	2	2	
Tribal	Poor	-	Stave or Spear						
Loose	Unprotected	-	Stave or Spear						
1630 onwards (replacing <u>all</u> Dutch trained Taiwanese)									
Matchlockmen				Foot Regt	Combat Shy	0	2	4	
Formed	Average	AFP	-						
Loose	Unprotected	Matchlock Musket	-						

Dismounted Naval Guns				Battery	Hasty Defences	Barricades (2), Redoubts (2)	0	2	4
Formed	Average	AFP	-						
Loose	Unprotected	Light Gun	-						
Dismounted Naval Guns				Battery	Hasty Defences	Barricades (2), Redoubts (2)	0	2	5
Formed	Average	AFP	-						
Loose	Unprotected	Medium Gun	-						
Notes									

Shore Bombardment & Fort are not mandatory.
 If a Fort is taken then the the Army gains the Domiciled Army Trait.

The following can garrison a Fort -
 • Company Soldiers

Allies

Qing Dynasty China (Manchu) - after 1644 - Foot only

Historical Introduction (Wikipedia - CC-BY-SA)

In 1651, the English parliament passed the first of the Navigation Acts which excluded Dutch shipping from the lucrative trade between England and its Caribbean colonies, and led directly to the outbreak of hostilities between the two countries the following year, the first of three Anglo-Dutch Wars that would last on and off for two decades and slowly erode Dutch naval power to England's benefit.

In 1661, amidst the Qing conquest of China, Ming general Koxinga led a fleet to invade Formosa. The Dutch defence, led by governor Frederick Coyett, held out for nine months. However, after Koxinga defeated Dutch reinforcements from Java, Coyett surrendered Formosa. The Dutch would never rule Formosa again.

498

Dutch Republic (Dutch Brazil)

Keynote

Demise of Dutch West India Company in Brazil

Dates

1630-1654

Generals

Any Professional (0-4)

Home Terrain

Jungle

Army Trait

Great Men, Littoral, Shore Bombardment, Fort, Western Colonialists, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Company Soldiers			Pike & Shot	Regimental Guns, Lead the Assault		1	3	10
Drilled	Superior	HFP	-					
Close	Protected	Matchlock Musket	-					
Company Soldiers			Pike & Shot	Regimental Guns, Lead the Assault				9
Drilled	Superior	HFP	-					
Close	Unprotected	Matchlock Musket	-					
German and Other Mercenaries			Pike & Shot	Regimental Guns		0	3	7
Drilled	Average	AFP	-					
Close	Protected	Matchlock Musket	-				3	
Experienced Mercenaries			Foot Regt	Shock, Lead the Assault		0	1	7
Drilled	Superior	AFP	-					
C/L	Unprotected	Matchlock Musket	Expert Swordsmen					
Sailors			Melee Foot	Spirited Charge		0	2	6
Formed	Superior	CFP	-					
Loose	Unprotected	Matchlock Musket	Expert Swordsmen					
Dutch-trained African Auxiliaries			Melee Foot			0	4	5
Formed	Average	AFP	Stave or Spear					
Loose	Unprotected	Matchlock Musket	Swordsmen					
Indigenous Brazilian tribes								
Tribal Warriors			Melee Irregulars	Spirited Charge, Impetuous		2	8	5
Tribal	Average	CFP	Impact Weapon					
Loose	Unprotected	Bow	Swordsmen					
Tribal Skirmishers with Bow			Missile Irregulars	Combat Shy (-1)				3
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Guerilla Warriors			Skirmishers	Pathfinder	Independent (1), Combat Shy (-1)	0	2	4
Tribal	Superior	AFP	-					
L/O	Unprotected	Bow	-					
Guerilla Warriors with Firearms			Skirmishers	Pathfinder	Independent (1), Combat Shy (-1)		1	5
Tribal	Average	HFP	-					
L/O	Unprotected	Arquebus	-					
Specialist Ambushers			Skirmishers	Independent (1), Pathfinder (1)			1	3
Tribal	Average	HFP	-					
L/O	Unprotected	Bow	-					

<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	0	2	4
Formed	Average	AFP	-						
Loose	Unprotected	Light Gun	-						
<i>Dismounted Naval Guns</i>				<i>Battery</i>	Hasty Defences	Barricades (2), Redoubts (2)	0	2	5
Formed	Average	AFP	-						
Loose	Unprotected	Medium Gun	-						
<i>Notes</i>									

Shore Bombardment & Fort are not mandatory.

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

The following can garrison a Fort -

- Company Soldiers

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

From 1630 onward, the Dutch Republic conquered almost half of Brazil's settled European area at the time, with its capital in Recife. The Dutch West India Company (GWC) set up its headquarters in Recife.

The Dutch abandoned Itamaracá on December 13, 1647. A new expeditionary force arrived late at Recife, with many of its soldiers either dead or mutinous from lack of pay. In April 1648, the Portuguese routed the expeditionary force at the First Battle of Guararapes, fought outside Recife. The Portuguese had sent an armada of 84 ships, including 18 warships to recapture Recife. The Dutch were dealt a further blow by the decisive Portuguese victory in the Recapture of Angola, which crippled the Dutch colony in Brazil as it couldn't survive without the slaves from Angola. In February 1649, the Portuguese again routed the Dutch at the Second Battle of Guararapes.

On 26 January 1654, the Dutch surrendered and signed the capitulation, but only as a provisional pact.

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Dutch Republic (Dutch Loango-Angola)

Keynote

Dutch invasion of Luanda, and the Second Portuguese War

Dates

1641-1648

Generals

Any Professional (0-4)

Home Terrain

Waterside, Forest

Army Trait

Great Men, Littoral, Shore Bombardment, Militant, Western Colonialists, Reduced Scale

Training	Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts
Order	Protection	Weapon	Melee					
Company Soldiers			Pike & Shot	Regimental Guns, Lead the Assault		1	3	10
Drilled	Superior	HFP	-					
Close	Protected	Matchlock Musket	-					
Company Soldiers			Pike & Shot	Regimental Guns, Lead the Assault		1	3	9
Drilled	Superior	HFP	-					
Close	Unprotected	Matchlock Musket	-					
1671 and after (replacing <u>all</u> Company Soldiers)								
Company Soldiers			Foot Regt	Integral Pike, Disciplined, Regimental Guns	Lead the Assault (0)	1	3	11
Drilled	Superior	HFP	Plug Bayonet					
C/L	Unprotected	Matchlock Musket	Bayonet					
1699 and after (replacing <u>all</u> Company Soldiers)								
Company Soldiers			Foot Regt	Disciplined, Regimental Guns, Lead the Assault		1	3	12
Drilled	Superior	HFP	Socket Bayonet					
C/L	Unprotected	Flintlock Musket	Bayonet					
Common to all dates								
Sailors			Melee Foot	Spirited Charge		0	2	6
Formed	Superior	CFP	-					
Loose	Unprotected	Matchlock Musket	Expert Swordsmen					
Allied Kongo Warriors			Melee Irregulars	Spirited Charge, Impetuous		2	12	3
Tribal	Average	-	-					
Loose	Unprotected	-	Swordsmen					
Allied Archers			Missile Irregulars			2	12	3
Tribal	Average	AFP	-					
Loose	Unprotected	Bow	-					
Allied Skirmishers			Missile Irregulars	Pathfinder		0	2	2
Tribal	Poor	AFP	-					
L/O	Unprotected	Javelins	-					

Dismounted Naval Guns				Battery		Barricades	0	2	4
Formed	Average	AFP	-	Hasty Defences	(2), Redoubts				
Loose	Unprotected	Light Gun	-		(2)				
Dismounted Naval Guns				Battery		Barricades			5
Formed	Average	AFP	-	Hasty Defences	(2), Redoubts				
Loose	Unprotected	Medium Gun	-		(2)				
Notes									

Shore Bombardment is not mandatory.

Allies

Kingdom of Kongo

Historical Introduction (Wikipedia - CC-BY-SA)

1641, the Dutch invaded Angola and captured Luanda, after an almost bloodless struggle. They immediately sought to renew their alliance with Kongo, which had had a false start in 1624, when Garcia I refused to assist a Dutch attack on Luanda.

In 1642, the Dutch sent troops to help Garcia II put down an uprising by peoples of the southern district in the Dembos region. The government quickly put down the Nsala rebellion, reaffirming the Kongo-Dutch alliance. King Garcia II paid the Dutch for their services in slaves taken from ranks of Dembos rebels. These slaves were sent to Pernambuco, Brazil where the Dutch had taken over a portion of the Portuguese sugar-producing region. A Dutch-Kongo force attacked Portuguese bases on the Bengo River in 1643 in retaliation for Portuguese harassment. The Dutch captured Portuguese positions and forced their rivals to withdraw to Dutch forts on the Kwanza River at Muxima and Masangano. Following this victory, the Dutch once again appeared to lose interest in conquering the colony of Angola.

500

Kingdom of Portugal (Diminishing years in India)

Keynote

The last Defences of Portuguese colonies in India

Dates

1641-1721

Generals

Any Instinctive (0-4)

Home Terrain

Jungle

Army Trait

Great Men, Littoral, Fort, Domiciled, Reduced Scale

Training	Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts
Order	Protection	Weapon	Melee					
Diehard Portuguese Adventurers			Bande	Fire & Charge, Shock, Lead the Assault				
Formed	Superior	AFP	Stave or Spear			0	1	8
C/L	Unprotected	Matchlock Musket	Expert Swordsmen					
Settled Colonists and Militia			Foot Regt		Combat Shy (-1), Hasty Defences (1)			
Formed	Average	AFP	-			2	4	5
Loose	Unprotected	Matchlock Musket	Swordsmen					
Lascarins			Melee Foot					
Formed	Average	AFP	Stave or Spear			0	4	5
C/L	Unprotected	Matchlock Musket	Swordsmen					
Sailors			Melee Foot					
Formed	Superior	CFP	-	Spirited Charge		0	1	6
Loose	Unprotected	Matchlock Musket	Expert Swordsmen					
Indian Cavalry			Horse					
Formed	Average	-	Light Lance			0	1	3
Loose	Unprotected	-	Swordsmen					
Indian Cavalry			Cavalry		Combat Shy (-1), Pathfinder (1)			
Formed	Average	AFP	Light Lance					3
L/O	Unprotected	Javelins	-					
Indian War-Elephants			Elephantry					
Tribal	Average	-	-			0	1	5
Loose	Protected	-	-					
Armoured War-Elephants			Elephantry					
Tribal	Average	-	-					5
Loose	Armoured	-	-					
Indian Archers			Melee Irregulars		Combat Shy Pavise (0)			
Tribal	Average	AFP	-					3
Loose	Unprotected	Bow	-					
Indian Swordsmen			Melee Irregulars		Combat Shy (-1)			
Tribal	Average	-	-					3
Loose	Unprotected	-	Swordsmen					
Indian Spearmen			Melee Irregulars		Combat Shy (-1)			
Tribal	Average	-	Stave or Spear					4
Loose	Unprotected	-	Stave or Spear					
Indian Archers supported by Spearmen			Melee Irregulars		Combat Shy (-1), Pavise (0)			
Tribal	Average	AFP	Stave or Spear					5
Loose	Unprotected	Bow	-					
Indian Javelinmen			Melee Irregulars		Combat Shy (-1), Pavise (0)			
Tribal	Average	AFP	-					4
Loose	Unprotected	Javelins	-					
Indian Banduqchis			Melee Irregulars		Combat Shy Pavise (0)			
Tribal	Average	AFP	-					4
Loose	Unprotected	Matchlock Musket	-					

Portugese-trained Indian Matchlockmen				Skirmishers	Regimental Guns (1)	0	2	4
Formed	Average	AFP	-					
L/O	Unprotected	Matchlock Musket	-					
Light Guns				Battery	Hasty Defences (1)	0	2	3
Formed	Average	AFP	-					
Loose	Unprotected	Light Gun	-					
Medium Guns				Battery	Hasty Defences (1)	0	2	4
Formed	Average	AFP	-					
Loose	Unprotected	Medium Gun	-					
Notes								

Fort is not mandatory.

The following can garrison a Fort -

- Portuguese Adventurers
- Lascarins
- Settled Colonists and Militia
- Portugese trained Indian Matchlockmen

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

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

In 1640, Shivappa Nayaka captured all the Portuguese forts in the Canara subregion.

The seven islands of Bombay (Mumbai) were presented to the English Crown in 1661, as part of the dowry of Catherine Braganza to Charles II of England, who in turn leased the area to the English East India Company. In 1683, Mahrattas attempted a siege against Portuguese settlements with no success.

501

Habsburg Spain (Marianna Islands)

Keynote

Spanish-Chamorro War

Dates

1670-1699

Generals

Any Professional (0-4)

Home Terrain

Jungle

Army Trait

Great Men, Littoral, Fort, Militant, Western Colonialists, Reduced Scale

Training	Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts		
Order	Protection	Weapon	Melee							
Spanish Horse				Linear Horse		Disciplined, Squadrons	0	1	5	
Drilled	Average	-	Pistol							
Loose	Unprotected	-	Pistol							
Dragoons				Dragoons		Pathfinder	0		3	
Formed	Average	AFP	-							
Loose	Unprotected	Matchlock Musket	-							
Spanish Foot				Foot Regt		Integral Pike	Disciplined (1)	1	4	6
Drilled	Average	AFP	Plug Bayonet							
Close	Unprotected	Matchlock Musket	Bayonet							
Spanish Veterans and Guards				Foot Regt		Disciplined, Integral Pike	0	1		9
Drilled	Superior	HFP	Plug Bayonet							
Close	Unprotected	Matchlock Musket	Bayonet							
Subjugated Filipinos				Melee Irregulars			2	6		4
Tribal	Average	AFP	-							
Loose	Unprotected	Javelins	Swordsmen							
Chamorro Warriors				Melee Irregulars		Spirited Charge, Impetuous, Front Rank SUP	0	6		6
Tribal	Average	CFP	Impact Weapon							
Loose	Unprotected	Sling	Swordsmen							
Chamorro Skirmishers				Missile Irregulars		Pathfinder	Combat Shy (-1)	0	4	4
Tribal	Average	AFP	-							
L/O	Unprotected	Sling	Swordsmen							

Medium Guns			Battery	Hasty Defences (1)	0	2	4
Formed	Average	AFP	-				
Loose	Unprotected	Medium Gun	-				
Notes							

Fort is not mandatory.

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

The following can garrison a Fort -

- Spanish Foot
- Spanish Veterans and Guards
- Medium Guns

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

Allies

Chamorro people

Historical Introduction (Wikipedia - CC-BY-SA)

With Guam in hand by 1680, the Spanish looked to extend control to the Northern Mariana Islands. First was Rota, where the Spanish forces led by José de Quiroga y Losada conducted a quick military campaign. After successfully crushing rebellious villages on Saipan, the force under Quiroga began constructing a fort to solidify control of the area. However, with most of the Spanish soldiers in the north, Guam had erupted into rebellion.

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Chamorro people

Keynote

Spanish-Chamorro War

Dates

1670-1699

Generals

Any Tribal (0-3)

Home Terrain

Jungle

Army Trait

Great Men, Littoral, Domiciled, Ambushers!, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Chamorro Warriors			Melee Irregulars	Spirited Charge, Impetuous, Front Rank SUP		4	10	6
Tribal	Average	CFP	Impact Weapon					
Loose	Unprotected	Sling	Swordsmen				10	
Chamorro Warriors with Spanish weapons			Melee Foot	Spirited Charge, Impetuous	Fleet of Foot (1)	0	2	4
Tribal	Average	CFP	Impact Weapon					
Loose	Unprotected	Matchlock Musket	Swordsmen					
Chamorro Skirmishers			Missile Irregulars	Pathfinder	Combat Shy (-1)	2	6	4
Tribal	Average	AFP	-					
L/O	Unprotected	Sling	Swordsmen				6	
Chamorro Skirmishers Spanish weapons			Missile Irregulars	Pathfinder	Combat Shy (-1)	0	2	5
Tribal	Average	AFP	-					
L/O	Unprotected	Matchlock Musket	Swordsmen					
Notes								

Opponents for Habsburg Spain (Marianna Islands)

Allies

Chamorro people - up to 3 allied commands

Historical Introduction (Wikipedia - CC-BY-SA)

The ancient Chamorro people were organised into matrilineal extended family groups, stratified into three hierarchical classes. Chamorro seamanship and the sakman, also known as the "flying proa," impressed the first Spanish sailors to the Marianas. A 1668 description reported that there were approximately 180 autonomous villages on Guam with a total island population between 35,000 and 50,000.

For weapons, ancient Chamorros favoured the sling and, for melee, spears tipped with fire-hardened or barbed tips made from human shinbone that often caused infections in those wounded. Armour consisted of palm leaf mats placed on the head and chest on the otherwise naked body. Boys and young men competed in challenges with the sling and spear. Early European reports describe Chamorro warfare as highly disorganised, small scale, and triggered by minor disputes such as cut food trees.

In early 1670, Fr. Medina and his catechist Hipolito de la Cruz were killed by a group of young men on Saipan. Then, in July 1671, a Mexican mission helper in Hagatña was killed when he went outside the village to cut wood to make crosses. Spaniards arrested suspected murderers, accidentally killing a Chamorro noble. They were soon confronted by an estimated 2000 Chamorro men.

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