



# RENATIO ET GLORIAM: LA GUERRE FOLLE

ARMY LISTS FOR MATCHED PLAY

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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                     | <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 |          |                |                            |        |     |     |     |   |
| 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   | 9 |
| 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 | <b>Militia Foot Regt</b>        |             |                  |   | <b>Pike &amp; Shot</b> | ② | ③ |    |   |
|   | Formed                          | Poor        | LFP              | - | Combat Shy             |   |   |    |   |
|   | Close                           | Unprotected | Matchlock Musket | - |                        |   |   |    |   |
|   | <b>Newly Raised Foot Regt</b>   |             |                  |   | <b>Pike &amp; Shot</b> |   |   |    |   |
|   | Formed                          | Average     | AFP              | - | 12                     |   |   |    |   |
|   | Close                           | Unprotected | Matchlock Musket | - |                        |   |   |    |   |
|   | <b>Foot Regt</b>                |             |                  |   | <b>Pike &amp; Shot</b> |   |   | 12 |   |
|   | Formed                          | Average     | AFP              | - |                        |   |   |    |   |
|   | Close                           | Unprotected | Matchlock Musket | - |                        |   |   |    |   |
|   | <b>Brigaded muskets</b>         |             |                  |   | <b>Foot Regt</b>       |   |   | 2  |   |
|   | Formed                          | Average     | AFP              | - |                        |   |   |    |   |
|   | Close                           | Unprotected | Matchlock Musket | - |                        |   |   |    |   |
|   | <b>New Model Army Firelocks</b> |             |                  |   | <b>Foot Regt</b>       |   |   | 0  | 1 |
|   | Formed                          | Average     | AFP              | - |                        |   |   |    |   |
|   | C/L                             | Unprotected | Flintlock Musket | - | 5                      |   |   |    |   |

### 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.

# La Guerre folle

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

| List No | Title                                                  | Dates       |
|---------|--------------------------------------------------------|-------------|
| 563     | Valois-Orléans France (Anne of Beaujeu & Charles VIII) | 1486 - 1488 |
| 564     | Valois-Orléans France (Rebel Breton Duchies)           | 1486 - 1488 |
| 566     | Habsburg Austria (Maximilian I in France)              | 1486 - 1488 |

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

Cover asset created in Midjourney AI

**List Version** 2026.1 1st Jan 2026

**Points Version** 2025.1 - 1st Jan 2025

**updated** 01/12/2025

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**Valois-Orléans France (Anne of Beaujeu & Charles VIII)**

Keynote

*War of Brittany*

Dates

1486-1488

Generals

Any Instinctive (0-4)

Home Terrain

Cultivated, Forest

Army Trait

Great Men, Pike Square and Shotte

| Training                                                           | Quality          | Shooting | Charge             | Characteristics          | Option             | Min | Max | Pts |
|--------------------------------------------------------------------|------------------|----------|--------------------|--------------------------|--------------------|-----|-----|-----|
| Order                                                              | Protection       | Weapon   | Melee              |                          |                    |     |     |     |
| <b>Royal Guard Archers</b>                                         |                  |          | <b>Foot Regt</b>   | Disciplined              | Dismountable (0)   | 0   | 1   | 9   |
| Drilled                                                            | Superior         | HFP      | -                  |                          |                    |     |     |     |
| Loose                                                              | Protected        | Bow      | Expert Swordsmen   |                          |                    |     |     |     |
| <b>Compagnie d'Ordonnance Gendarmes</b>                            |                  |          | <b>Gendarmes</b>   | Savage Charge, Impetuous |                    | 1   | 4   | 8   |
| Formed                                                             | Superior         | -        | Charging Lancer    |                          |                    |     |     |     |
| Loose                                                              | Heavily Armoured | -        | Expert Swordsmen   |                          |                    |     |     |     |
| <b>Compagnie d'Ordonnance Coutilliers</b>                          |                  |          | <b>Horse</b>       |                          |                    | 1   | 4   | 3   |
| Formed                                                             | Average          | -        | Light Lance        |                          |                    |     |     |     |
| L/O                                                                | Protected        | -        | Swordsmen          |                          |                    |     |     |     |
| <b>Compagnie d'Ordonnance Archers</b>                              |                  |          | <b>Foot Regt</b>   |                          | Dismountable (0)   | 1   | 8   | 5   |
| Formed                                                             | Average          | AFP      | -                  |                          |                    |     |     |     |
| Loose                                                              | Protected        | Bow      | Swordsmen          |                          |                    |     |     |     |
| <b>Elmetti</b>                                                     |                  |          | <b>Gendarmes</b>   | Shatter                  |                    | 0   | 2   | 8   |
| Drilled                                                            | Superior         | -        | Charging Lancer    |                          |                    |     |     |     |
| Loose                                                              | Heavily Armoured | -        | Expert Swordsmen   |                          |                    |     |     |     |
| <b>Mounted Crossbowmen</b>                                         |                  |          | <b>Horse</b>       | Combat Shy               | Pathfinder (1)     | 0   | 4   | 2   |
| Formed                                                             | Average          | AFP      | -                  |                          |                    |     |     |     |
| L/O                                                                | Unprotected      | Bow      | -                  |                          |                    |     |     |     |
| <b>Canton of Saint Gall Swiss Keil</b>                             |                  |          | <b>Keil</b>        | Shock, Impetuous         | Front Rank ARM (0) | 0   | 2   | 12  |
| Drilled                                                            | Superior         | -        | -                  |                          |                    |     |     |     |
| Close                                                              | Protected        | -        | -                  |                          |                    |     |     |     |
| <b>Canton of Saint Gall Swiss Arquebusiers</b>                     |                  |          | <b>Skirmishers</b> |                          |                    | 0   | 2   | 4   |
| Drilled                                                            | Superior         | AFP      | -                  |                          |                    |     |     |     |
| L/O                                                                | Unprotected      | Arquebus | -                  |                          |                    |     |     |     |
| <b>Canton of Saint Gall Swiss Crossbowmen</b>                      |                  |          | <b>Skirmishers</b> |                          |                    |     |     | 4   |
| Drilled                                                            | Superior         | AFP      | -                  |                          |                    |     |     |     |
| L/O                                                                | Unprotected      | Bow      | -                  |                          |                    |     |     |     |
| <b>Normandy &amp; Anjou-Maine Bandes d'Infanterie Pike</b>         |                  |          | <b>Keil</b>        | Shove                    |                    | 1   | 4   | 9   |
| Formed                                                             | Average          | -        | -                  |                          |                    |     |     |     |
| Close                                                              | Protected        | -        | -                  |                          |                    |     |     |     |
| <b>Normandy &amp; Anjou-Maine Bandes archers &amp; Crossbowmen</b> |                  |          | <b>Skirmishers</b> |                          |                    | 1   | 4   | 3   |
| Formed                                                             | Average          | AFP      | -                  |                          |                    |     |     |     |
| L/O                                                                | Unprotected      | Bow      | -                  |                          |                    |     |     |     |
| <b>Normandy &amp; Anjou-Maine Bandes Halberdiers</b>               |                  |          | <b>Melee Foot</b>  |                          |                    | 0   | 4   | 4   |
| Formed                                                             | Average          | -        | Stave or Spear     |                          |                    |     |     |     |
| Close                                                              | Protected        | -        | Stave or Spear     |                          |                    |     |     |     |
| <b>Francs-archers</b>                                              |                  |          | <b>Skirmishers</b> |                          | Combat Shy (0)     | 0   | 6   | 2   |
| Formed                                                             | Poor             | AFP      | -                  |                          |                    |     |     |     |
| L/O                                                                | Unprotected      | Bow      | -                  |                          |                    |     |     |     |

| Heavy Guns |  |             |           | Hasty<br>Defences (1) | 1 | 3 | 5 |
|------------|--|-------------|-----------|-----------------------|---|---|---|
| Formed     |  | Average     | AFP       |                       |   |   |   |
| Loose      |  | Unprotected | Heavy Gun |                       |   |   |   |
| Battery    |  |             |           | -                     |   |   |   |
| Notes      |  |             |           | -                     |   |   |   |

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

Mad War (la Guerre folle) occurred during the regency of Anne of Beaujeu in the period after the death of Louis XI and before the majority of Charles VIII.

The French royal general Louis II de la Trémoille gathered his forces on the border of the duchy, preparing to attack. On 12 July, royal forces captured Fougères and then Dinan. On 28 July 1488, the main Breton and French armies met at the Battle of Saint-Aubin-du-Cormier. The Breton forces, led by Marshal de Rieux, were decisively beaten by the French. The defeat put an end to the war. The Duke of Orléans was captured and Duke Francis II was forced to accept a punitive treaty.

On 20 August 1488, the Treaty of Sablé, also known as the "Treaty of le Verger" or "Treaty of the Orchard", was signed between Francis II of Brittany and King Charles VIII of France. Francis acknowledged himself as a vassal of the king, promised to remove foreign troops from the duchy, no longer summon such troops, and pledge the territories conquered by France to remain under their control. In turn, Charles removed his forces from Brittany except in the town garrisons of the territories pledged by Francis.

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# Valois-Orléans France (Rebel Breton Duchies)

Keynote

Forces of Duke of Orléans &amp; Duke Francis II

Dates

1486-1488

Generals

Any Instinctive (0-4)

Home Terrain

Cultivated, Forest

Army Trait

Great Men, Pike Square and Shotte, Forlorn Hope

| Training                                       | Quality          | Shooting | Charge             | Characteristics          | Option                       | Min | Max | Pts |
|------------------------------------------------|------------------|----------|--------------------|--------------------------|------------------------------|-----|-----|-----|
| Order                                          | Protection       | Weapon   | Melee              |                          |                              |     |     |     |
| <b>Compagnie d'Ordonnance Gendarmes</b>        |                  |          | <b>Gendarmes</b>   | Savage Charge, Impetuous |                              |     |     |     |
| Formed                                         | Superior         | -        | Charging Lancer    |                          |                              | 1   | 2   | 8   |
| Loose                                          | Heavily Armoured | -        | Expert Swordsmen   |                          |                              |     |     |     |
| <b>Compagnie d'Ordonnance Coutilliers</b>      |                  |          | <b>Horse</b>       |                          |                              |     |     |     |
| Formed                                         | Average          | -        | Light Lance        |                          |                              | 1   | 2   | 3   |
| L/O                                            | Protected        | -        | Swordsmen          |                          |                              |     |     |     |
| <b>Compagnie d'Ordonnance Archers</b>          |                  |          | <b>Foot Regt</b>   | Dismountable (0)         |                              |     |     |     |
| Formed                                         | Average          | AFP      | -                  |                          |                              | 1   | 4   | 5   |
| Loose                                          | Protected        | Bow      | Swordsmen          |                          |                              |     |     |     |
| <b>Mounted Crossbowmen</b>                     |                  |          | <b>Horse</b>       | Combat Shy               | Pathfinder (1)               |     |     |     |
| Formed                                         | Average          | AFP      | -                  |                          |                              | 0   | 4   | 2   |
| L/O                                            | Unprotected      | Bow      | -                  |                          |                              |     |     |     |
| <b>Lord Scales English Longbowmen</b>          |                  |          | <b>Foot Regt</b>   | Expert Longbowmen        | Dismountable (0), Stakes (0) |     |     |     |
| Formed                                         | Superior         | HFP      | -                  |                          |                              | 0   | 3   | 8   |
| Loose                                          | Protected        | Bow      | Expert Swordsmen   |                          |                              |     |     |     |
| <b>Lord Scales English Longbowmen</b>          |                  |          | <b>Foot Regt</b>   | Expert Longbowmen        | Dismountable (0), Stakes (0) |     |     |     |
| Formed                                         | Superior         | HFP      | -                  |                          |                              |     |     | 7   |
| Loose                                          | Unprotected      | Bow      | Expert Swordsmen   |                          |                              |     |     |     |
| <b>Quasi Landsknechts</b>                      |                  |          | <b>Keil</b>        | Front Rank SUP, Shock    | Front Rank ARM (0)           |     |     |     |
| Drilled                                        | Average          | -        | -                  |                          |                              | 0   | 1   | 11  |
| Close                                          | Protected        | -        | -                  |                          |                              |     |     |     |
| <b>Quasi Landsknecht Arquebusiers</b>          |                  |          | <b>Skirmishers</b> |                          |                              |     |     |     |
| Drilled                                        | Average          | AFP      | -                  |                          |                              | 0   | 1   | 4   |
| L/O                                            | Unprotected      | Arquebus | -                  |                          |                              |     |     |     |
| <b>Quasi Verlorene Haufen</b>                  |                  |          | <b>Melee Foot</b>  | Shock                    | Front Rank ARM (0)           |     |     |     |
| Drilled                                        | Superior         | -        | Stave or Spear     |                          |                              | 0   | 1   | 7   |
| C/L                                            | Protected        | -        | Expert Swordsmen   |                          |                              |     |     |     |
| <b>Breton Bandes d'Infanterie Pike</b>         |                  |          | <b>Keil</b>        | Shove                    |                              |     |     |     |
| Formed                                         | Average          | -        | -                  |                          |                              | 1   | 4   | 9   |
| Close                                          | Protected        | -        | -                  |                          |                              |     |     |     |
| <b>Breton Bandes archers &amp; Crossbowmen</b> |                  |          | <b>Skirmishers</b> | Disguised (1)            |                              |     |     |     |
| Formed                                         | Average          | AFP      | -                  |                          |                              | 1   | 4   | 3   |
| L/O                                            | Unprotected      | Bow      | -                  |                          |                              |     |     |     |
| <b>Breton Bandes Halberdiers</b>               |                  |          | <b>Melee Foot</b>  |                          |                              |     |     |     |
| Formed                                         | Average          | -        | Stave or Spear     |                          |                              | 0   | 4   | 4   |
| Close                                          | Protected        | -        | Stave or Spear     |                          |                              |     |     |     |
| <b>Francs-archers</b>                          |                  |          | <b>Skirmishers</b> | Combat Shy (0)           |                              |     |     |     |
| Formed                                         | Poor             | AFP      | -                  |                          |                              | 0   | 6   | 2   |
| L/O                                            | Unprotected      | Bow      | -                  |                          |                              |     |     |     |

|             |             |            |         | Hasty Defences<br>(1) | 0 | 1 | 4 |
|-------------|-------------|------------|---------|-----------------------|---|---|---|
| Medium Guns |             |            | Battery |                       |   |   |   |
| Formed      | Average     | AFP        | -       |                       |   |   |   |
| Loose       | Unprotected | Medium Gun | -       |                       |   |   |   |
| Notes       |             |            |         |                       |   |   |   |

Breton Bandes archers & Crossbowmen are disguised as Lord Scales English Longbowmen  
Forlorn Hope can only be used by Quasi Verlorene Haufen.

### Allies

None

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

As a revolt against French royal authority, it was supported by the foreign enemies of the King of France: England, Spain, and Austria. Its principal outcome was the absorption of Brittany into the French kingdom. The principal rebels were Louis II of Orléans, the cousin of the King (and future Louis XII of France); Francis II of Brittany; René II, Duke of Lorraine; Alain d'Albret; Jean de Châlon, Prince of Orange; and Charles, Count of Angoulême. Other leading lords supported the revolt, including Philippe de Commynes and Odet d'Aydie, Count of Commynes and Governor of Guyenne.

On 20 January 1488, the Dukes of Orléans and Brittany were both declared rebels at the Parliament of Paris. They and their associates were no longer regarded as vassals, but rather as subjects, and thus guilty of lèse-majesté. In the spring, the Duke of Orléans renewed the struggle for his ally, taking Vannes, Auray, and Ploërmel, and forcing the Viscount of Rohan to capitulate.

On 24 April 1488, a judgment of confiscation was declared against all the goods of Louis of Orléans. Meanwhile, Alain d'Albret had obtained a subsidy from the court of Spain, and thereupon joined the Duke of Brittany with 5,000 men. Maximilian I of Austria sent 1,500 men to him, and the English leader Lord Scales successfully landed with additional reinforcements. Despite this concentration of forces the Breton alliance was still outnumbered. It was further weakened because Maximilian I was diverted by a rebellion in Flanders, which was being supported by the Marshal de Esquerdes. The various lords supporting the Duke of Brittany were also in dispute with each other for the hand of Anne of Brittany: Louis of Orléans, Alain d'Albret, and Maximilian I all being candidates.

566

# Habsburg Austria (Maximilian I in France)

Keynote

Invasion of Northern France

Dates

1486-1488

Generals

Any Instinctive (0-4)

Home Terrain

Cultivated, Forest

Army Trait

Great Men, Pike Square and Shotte, Forlorn Hope

| Training                       | Quality          | Shooting | Charge           | Characteristics                      | Option             | Min | Max | Pts |
|--------------------------------|------------------|----------|------------------|--------------------------------------|--------------------|-----|-----|-----|
| Order                          | Protection       | Weapon   | Melee            |                                      |                    |     |     |     |
| Burgundian Gendarmes           |                  |          | Gendarmes        | Savage Charge, Impetuous             |                    | 0   | 2   | 8   |
| Formed                         | Superior         | -        | Charging Lancer  |                                      |                    |     |     |     |
| Loose                          | Heavily Armoured | -        | Expert Swordsmen |                                      |                    |     |     |     |
| Traditional German Men at Arms |                  |          | Spitz            | Front Rank HA, Front Rank SUP, Shove |                    | 1   | 4   | 7   |
| Formed                         | Average          | -        | Charging Lancer  |                                      |                    |     |     |     |
| Loose                          | Protected        | -        | Expert Swordsmen |                                      |                    |     |     |     |
| Lesser German Men at Arms      |                  |          | Horse            |                                      |                    | 0   | 2   | 4   |
| Formed                         | Average          | -        | Charging Lancer  |                                      |                    |     |     |     |
| Loose                          | Protected        | -        | Expert Swordsmen |                                      |                    |     |     |     |
| Mounted Crossbowmen            |                  |          | Horse            | Combat Shy                           | Pathfinder (1)     | 0   | 4   | 2   |
| Formed                         | Average          | AFP      | -                |                                      |                    |     |     |     |
| L/O                            | Unprotected      | Bow      | -                |                                      |                    |     |     |     |
| Militia Pikemen                |                  |          | Keil             | Shove                                | Combat Shy (-2)    | 1   | 4   | 9   |
| Formed                         | Average          | -        | -                |                                      |                    |     |     |     |
| Close                          | Protected        | -        | -                |                                      |                    |     |     |     |
| Mercenary Pikemen              |                  |          | Keil             | Front Rank SUP, Shove                | Front Rank ARM (0) | 1   | 2   | 10  |
| Formed                         | Average          | -        | -                |                                      |                    |     |     |     |
| Close                          | Protected        | -        | -                |                                      |                    |     |     |     |
| Landsknechts                   |                  |          | Keil             | Front Rank SUP, Shock                | Front Rank ARM (0) | 0   | 1   | 11  |
| Drilled                        | Average          | -        | -                |                                      |                    |     |     |     |
| Close                          | Protected        | -        | -                |                                      |                    |     |     |     |
| Verlorene Haufen               |                  |          | Melee Foot       | Shock                                | Front Rank ARM (0) | 0   | 1   | 7   |
| Drilled                        | Superior         | -        | Stave or Spear   |                                      |                    |     |     |     |
| C/L                            | Protected        | -        | Expert Swordsmen |                                      |                    |     |     |     |
| Arquebusiers                   |                  |          | Skirmishers      | Combat Shy                           |                    | 1   | 2   | 3   |
| Formed                         | Average          | AFP      | -                |                                      |                    |     |     |     |
| L/O                            | Unprotected      | Arquebus | -                |                                      |                    |     |     |     |
| Crossbowmen                    |                  |          | Skirmishers      | Combat Shy                           |                    | 1   | 4   | 2   |
| Formed                         | Average          | AFP      | -                |                                      |                    |     |     |     |
| L/O                            | Unprotected      | Bow      | -                |                                      |                    |     |     |     |
| Burgundian Longbowmen          |                  |          | Foot Regt        |                                      | Stakes (0)         | 0   | 2   | 6   |
| Drilled                        | Average          | HFP      | -                |                                      |                    |     |     |     |
| Loose                          | Protected        | Bow      | Swordsmen        |                                      |                    |     |     |     |
| Mercenary Halberdiers          |                  |          | Melee Foot       |                                      | Shock (1)          | 0   | 4   | 5   |
| Drilled                        | Average          | -        | Stave or Spear   |                                      |                    |     |     |     |
| Close                          | Protected        | -        | Stave or Spear   |                                      |                    |     |     |     |
| Mercenary Crossbow             |                  |          | Skirmishers      |                                      |                    | 0   | 4   | 4   |
| Drilled                        | Average          | AFP      | -                |                                      |                    |     |     |     |
| C/L                            | Unprotected      | Bow      | -                |                                      |                    |     |     |     |

|            |             |           |   | Hasty Defences<br>(1) | 1 | 2 | 5 |
|------------|-------------|-----------|---|-----------------------|---|---|---|
| Heavy Guns |             | Battery   |   |                       |   |   |   |
| Formed     | Average     | AFP       | - |                       |   |   |   |
| Loose      | Unprotected | Heavy Gun | - |                       |   |   |   |
| Notes      |             |           |   |                       |   |   |   |

Forlorn Hope can only be used by Verlorene Haufen.

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

In June 1486, Maximilian I invaded the north of France. Marshal de Esquerdes successfully pushed back Maximilian I of Austria, who shortly afterward was elected King of the Romans prior to becoming Holy Roman Emperor.

Maximilian I made a treaty with Francis II, duke of Brittany, whose independence was threatened by the French regent, Anne of Beaujeu, and the struggle with France was renewed. This war was very unpopular with the trading cities of the Netherlands, and early in 1488 Maximilian, having entered Bruges, was detained there as a prisoner for nearly three months, and only set at liberty on the approach of his father with a large force.

In June 1486, Maximilian I invaded the north of France. Marshal de Esquerdes successfully pushed back Maximilian I of Austria, who shortly afterward was elected King of the Romans prior to becoming Holy Roman Emperor.