



RENATIO ET GLORIAM:  
**ON THE  
DNIEPER**

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

▶ ① **141**

▶ ② Keynote

▶ ③ Date

▶ ④ Generals

▶ ⑤ Home Terrain

▶ ⑥ Army Trait

### Kingdom of England (Royalists at Edgehill)

*Early skirmishes until the first pitched battle of the war at Edgehill.*

1642-1642

Any Instinctive(0-4)

Cultivated

Chequerboard, Forlorn Hope

Training		Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts
Order	Protection	Weapon	Melee						
<b>Ill-furnished Cavaliers</b>				<i>Linear Horse</i>	Spirited Charge, Impetuous				
Formed	Average	-	Sword & Pistol			2	9	4	
Loose	Unprotected	-	Pistol			9			
<b>Cavaliers</b>				<i>Linear Horse</i>	Spirited Charge, Impetuous				
Formed	Average	-	Sword & Pistol			0	4	5	
Loose	Protected	-	Pistol						

### 3.D. Troop Sections

#### Maximum Selection

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

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

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

**Selection Example**

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

#### Minimum and Maximum expressed as fractions.

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

**Example of fractional upgrades**

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

#### Point cost in Formations and Characteristics.

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

**Example Formation**

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

### 3.E. Reduced Scale Armies

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

# 4. Generals and Allies

## 4.A. General Points

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

## 4.B. Army Building

There are a few general rules to follow

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

## 4.C. Allies

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

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

# On the Dnieper

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

List No	Title	Dates
83	Tatar Khanates	1600 - 1721
84	Ukrainian Cossack	1600 - 1647
85	Commonwealth of Poland–Lithuania (Golden Age)	1610 - 1629
86	Romanov Russia (Aleksey)	1630 - 1660
87	Commonwealth of Poland–Lithuania (Władysław IV Vasa)	1630 - 1652
88	Circassia	1630 - 1721

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

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**Tatar Khanates**

Keynote

Dates

Generals

Home Terrain

Army Trait

*Tatar invasions of the Polish–Lithuanian Commonwealth*

1600-1721

Any Tribal (0-4)

Plains

No Camp, Horse Lords

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Khan's Guard</b>			<i>Cavalry</i>	Spirited Charge, Fire & Charge, Personal Bodyguard				
Formed	Exceptional	AFP	Light Lance		0	1	9	
L/O	Armoured	Bow	Expert Swordsmen					
<b>Tatar Nobles</b>			<i>Cavalry</i>	Fire & Charge				
Formed	Superior	AFP	Light Lance		0	4	7	
L/O	Protected	Bow	Expert Swordsmen					
<b>Tatars</b>			<i>Cavalry</i>	Pathfinder	Independent (0)	4	20	4
Formed	Average	AFP	-					
L/O	Unprotected	Bow	Swordsmen					
<b>Petyhorsy</b>			<i>Horse</i>	Spirited Charge				
Formed	Average	CFP	Light Lance		0	4	4	
L/O	Protected	Bow	Swordsmen					
<b>Kazindji Rabble</b>			<i>Cavalry</i>	Combat Shy				
Formed	Poor	AFP	-		2	8	2	
L/O	Unprotected	Bow	-					
<b>Archers</b>			<i>Missile Irregulars</i>			0	6	3
Tribal	Average	AFP	-					
Loose	Unprotected	Bow	-					
<b>Jesir "Prisoners"</b>			<i>Melee Irregulars</i>	Combat Shy				
Tribal	Poor	-	-		0	8	1	
Loose	Unprotected	-	-					
<i>After 1650 only</i>								
<b>Tatars</b>			<i>Cavalry</i>	Pathfinder	Independent (0)	0	4	4
Formed	Average	AFP	-					
L/O	Unprotected	Mounted Shot	Swordsmen					
<b>Tatar Skirmishers</b>			<i>Missile Irregulars</i>	Combat Shy				
Tribal	Average	AFP	-		0	2	3	
L/O	Unprotected	Matchlock Musket	-					

## Notes

No Camp is not mandatory, and cannot be taken if any foot are used.

Personal Bodyguard must be in the Army Commander's command (so cannot be taken as part of an allied command)

## Allies

Ukrainian Cossack

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

From 1599 the Polish–Lithuanian Commonwealth suffered a series of Tatar invasions, the goal of which was to loot, pillage and capture slaves into jasyr. The borderland area to the south-east was in a state of semi-permanent warfare until the 18th century. Some researchers estimate that altogether more than 3 million people, predominantly Ukrainians but also Circassians, Russians, Belarusians and Poles, were captured and enslaved during the time of the Crimean Khanate. A constant threat from Crimean Tatars supported the appearance of Cossackdom.

In the beginning of the 16th century the wild steppe began near old Ryazan on the Oka River and Elets on the Sosna, inflow of the Don. Crimean Tatars chose to proceed along watersheds for their incursions. The main way to Moscow was "Muravski shliach", from the Crimean Perekop up to Tula between the rivers of two basins, Dnieper and Northern Donets. Having penetrated deep in the populated areas about 100-200 kilometers, the Tatars turned back and, having unwrapped wide wings, looted and captured slaves. Until the early 18th century, the khanate maintained a massive slave trade with the Ottoman Empire. Captives were sold to Ottomans and the Middle East. In Crimea, about 75% of the population consisted of slaves. The Crimean city of Caffa was the main slave market.

Annually, Moscow mobilised in the spring up to 65,000 soldiers for boundary service. The defensive lines were applied, consisting of a circuit of fortresses and cities. Cossacks and young noblemen were organised into sentry and patrol services that observed Crimean Tatars and nomads of Nogai Horde on the steppe. About 30 major Tatar raids were recorded into Muscovite territories between 1558-1596.

# Ukrainian Cossack

Keynote

*Cossacks of the Pontic-Caspian steppe below the Dnieper Rapids*

Dates

1600-1647

Generals

Any Instinctive or Tribal (0-4)

Home Terrain

Plains, Forest

Army Trait

Fortified Camp, Great Men, Littoral Arrival

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Cossacks Cavalry</b>				Pathfinder	Independent (0)	4	20	4
Formed	Average	AFP	Light Lance					
L/O	Unprotected	Mounted Shot	-					
<b>Cossacks Cavalry</b>				Pathfinder	Independent (0)	4	20	4
Formed	Average	AFP	Light Lance					
L/O	Unprotected	Bow	-					
<b>Veteran Cossacks Cavalry</b>				Pathfinder	Independent (1), Pathfinder (1)	0	4	5
Formed	Superior	AFP	Light Lance					
L/O	Unprotected	Mounted Shot	Pistol					
<b>Well-equipped Veteran Cossacks Cavalry</b>				Pathfinder	Independent (1), Pathfinder (1)	0	2	6
Formed	Superior	AFP	Light Lance					
L/O	Protected	Mounted Shot	Pistol					
<b>Tatars Cavalry</b>				Pathfinder	Independent (0)	0	6	4
Formed	Average	AFP	-					
L/O	Unprotected	Bow	Swordsmen					
<b>War Wagons Battle Wagons</b>				Pathfinder	Regimental Guns (1)	0	4	4
Formed	Average	AFP	Stave or Spear					
Close	Protected	Matchlock Musket	Swordsmen					
<b>Peasants Melee Irregulars</b>				Spirited Charge, Impetuous	Pathfinder	0	8	2
Tribal	Poor	-	-					
Loose	Unprotected	-	-					
<i>Cossack Infantry and Pike &amp; Shot before 1629</i>								
<b>Cossack Foot Bande</b>				Pathfinder	Independent (0)	2	12	5
Formed	Average	AFP	Stave or Spear					
C/L/O	Unprotected	Arquebus	Swordsmen					
<b>Veteran Cossack Foot Bande</b>				Pathfinder	Independent (0)	0	2	12
Formed	Superior	AFP	Stave or Spear					
C/L/O	Unprotected	Arquebus	Swordsmen					
<b>Cossack Pike &amp; Shot Pike &amp; Shot</b>				Pathfinder	Independent (0)	0	3	5
Formed	Average	AFP	-					
Close	Unprotected	Arquebus	-					
<b>Early Plastun Scouts Skirmishers</b>				Pathfinder	Independent (1)	0	1	5
Formed	Average	HFP	-					
L/O	Unprotected	Arquebus	-					
<b>Segban Dragoons</b>				Pathfinder	Independent (0)	0	4	3
Formed	Average	AFP	-					
Loose	Unprotected	Arquebus	-					

<i>Cossack Infantry and Pike &amp; Shot 1629 and after</i>										
<b>Cossack Foot</b>				<b>Bande</b>						
Formed	Average	AFP	Stave or Spear			2	12			5
C/L/O	Unprotected	Matchlock Musket	Swordsmen							
<b>Veteran Cossack Foot</b>				<b>Bande</b>						
Formed	Superior	AFP	Stave or Spear			0	2	12		7
C/L/O	Unprotected	Matchlock Musket	Swordsmen							
<b>Cossack Pike &amp; Shot</b>				<b>Pike &amp; Shot</b>						
Formed	Average	AFP	-			0	3			5
Close	Unprotected	Matchlock Musket	-							
<b>Plastun Scouts</b>				<b>Skirmishers</b>						
Formed	Average	HFP	-	Pathfinder	Independent (1)	0	1			6
L/O	Unprotected	Matchlock Musket	-							
<b>Segban</b>				<b>Dragoons</b>						
Formed	Average	AFP	-	Pathfinder		0	4			3
Loose	Unprotected	Matchlock Musket	-							
<b>Light Guns</b>				<b>Battery</b>						
Formed	Average	AFP	-		Hasty Defences (1)					3
Loose	Unprotected	Light Gun	-			0	1			
<b>Medium Guns</b>				<b>Battery</b>						
Formed	Average	AFP	-		Hasty Defences (1)					4
Loose	Unprotected	Medium Gun	-							
<b>Notes</b>										

Any infantry can take Hasty Defences (1) or Barricades (2).  
Fortified Camp and Littoral arrival are optional.

#### **Allies**

None

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

The Zaporizhian Cossacks became particularly strong in the first quarter of the 17th century under the leadership of hetman Petro Konashevych-Sahaidachny, who launched successful campaigns against the Tatars and Turks. Tsar Boris Godunov had incurred the hatred of Ukrainian Cossacks by ordering the Don Cossacks to drive away from the Don all the Ukrainian Cossacks fleeing the failed uprisings of the 1590s. This contributed to the Ukrainian Cossacks' willingness to fight against him.

The Cossack structure arose, in part, in response to the struggle against Tatar raids. Socio-economic developments in the Polish-Lithuanian Commonwealth were another important factor in the growth of the Ukrainian Cossacks. During the 16th century, serfdom was imposed because of the favourable conditions for grain sales in Western Europe. This subsequently decreased the locals' land allotments and freedom of movement. In addition, the Polish-Lithuanian Commonwealth government attempted to impose Catholicism, and to Polonize the local Ukrainian population. The basic form of resistance and opposition by the locals and burghers was flight and settlement in the sparsely populated steppe.

But the nobility obtained legal ownership of vast expanses of land on the Dnipro from the Polish kings, and then attempted to impose feudal dependency on the local population. Landowners utilized the locals in war, by raising the Cossack registry in times of hostility, and then radically decreasing it and forcing the Cossacks back into serfdom in times of peace.[35] This institutionalized method of control bred discontent among the Cossacks. By the end of the 16th century, they began to revolt, in the uprisings of Kryshtof Kosynsky (1591-1593), Severyn Nalyvaiko (1594-1596), Hryhorii Loboda (1596), Marko Zhmailo (1625), Taras Fedorovych (1630), Ivan Sulyma (1635), Pavlo Pavliuk and Dmytro Hunia (1637), and Yakiv Ostriany and Karpo Skydan (1638). All were brutally suppressed and ended by the Polish government.

# Commonwealth of Poland-Lithuania (Golden Age)

Keynote

*Battle of Klushino until the end of the Polish-Swedish War*

Dates

1610-1629

Generals

Any Instinctive (0-4)

Home Terrain

Cultivated, Forest, Plains

Army Trait

Great Men

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Polish Hussars</b>				<i>Horse</i>				
Drilled	Superior	-	Charging Lancer	Disciplined, Spirited Charge		2	7	9
Loose	Armoured	-	Expert Swordsmen					
<b>Veteran Polish Hussars</b>				<i>Horse</i>				
Drilled	Exceptional	-	Charging Lancer	Disciplined, Spirited Charge		0	1	7
Loose	Armoured	-	Expert Swordsmen					
<b>Elearzy</b>				<i>Cavalry</i>				
Drilled	Superior	AFP	-	Spirited Charge, Disciplined	Independent (1)	0	1	7
L/O	Unprotected	Bow	Expert Swordsmen					
<b>Polish Kozacy</b>				<i>Cavalry</i>				
Formed	Average	AFP	Light Lance	Pathfinder	Independent (0)	2	4	4
L/O	Unprotected	Bow	Pistol					
<b>Polish Kozacy</b>				<i>Cavalry</i>				
Formed	Average	AFP	Light Lance	Pathfinder	Independent (0)	2	1	4
L/O	Unprotected	Mounted Shot	Pistol					
<b>Petyhortsy</b>				<i>Horse</i>				
Formed	Average	CFP	Light Lance	Spirited Charge		0	2	4
L/O	Protected	Bow	Swordsmen					
<b>Tatars</b>				<i>Cavalry</i>				
Formed	Average	AFP	-	Pathfinder	Independent (0)	0	2	4
L/O	Unprotected	Bow	Swordsmen					
<b>Noble Levy</b>				<i>Horse</i>				
Tribal	Poor	LFP	Light Lance	Combat Shy		0	4	2
Loose	Protected	Mounted Shot	Swordsmen					
<b>Cossack Foot</b>				<i>Bande</i>				
Formed	Average	AFP	Stave or Spear			1	4	5
C/L/O	Unprotected	Arquebus	Swordsmen					
<b>Hajduk</b>				<i>Skirmishers</i>				
Formed	Average	AFP	-			1	4	4
L/O	Unprotected	Arquebus	Swordsmen					
<b>Household Infantry</b>				<i>Foot Regt</i>				
Formed	Average	AFP	Stave or Spear			1	2	5
Close	Unprotected	Arquebus	Stave or Spear					
<b>War Wagons</b>				<i>Battle Wagons</i>				
Formed	Average	AFP	Stave or Spear			0	4	4
Close	Protected	Arquebus	Swordsmen					

<i>Western style horse and mercenaries</i>				
<b>Cuirassiers</b>		<b>Solid Horse</b>		
Formed	Superior	-	Pistol	Shock
Loose	Armoured	-	Pistol	
<b>Ill-furnished Cuirassiers</b>		<b>Solid Horse</b>		
Formed	Superior	-	Pistol	Shock
Loose	Protected	-	Pistol	
<b>Depleted Cuirassiers</b>		<b>Solid Horse</b>		
Formed	Average	-	Pistol	Shock
Loose	Armoured	-	Pistol	
<b>Well-equipped Reiters</b>		<b>Horse</b>		
Formed	Average	AFP	Pistol	Shove
Loose	Armoured	Mounted Shot	Pistol	
<b>Reiters</b>		<b>Horse</b>		
Formed	Average	AFP	Pistol	
Loose	Protected	Mounted Shot	Pistol	
<b>Best Harquebusiers</b>		<b>Horse</b>		
Formed	Average	AFP	-	Pathfinder (1)
L/O	Protected	Mounted Shot	-	
<b>Harquebusiers</b>		<b>Horse</b>		
Formed	Average	AFP	-	Pathfinder (1)
L/O	Unprotected	Mounted Shot	-	
<b>Poorly Trained Harquebusiers on nags</b>		<b>Horse</b>		
Formed	Poor	AFP	-	Pathfinder (0)
L/O	Unprotected	Mounted Shot	-	
<b>Dragoons</b>		<b>Dragoons</b>		
Formed	Average	AFP	-	Pathfinder
Loose	Unprotected	Arquebus	-	
<b>Fighting Tatars in the East (Replacing <b>all</b> (Veteran) Polish Hussars (with Pancerni support) and Polish Kozacy)</b>				
<b>Polish Hussars</b>		<b>Cavalry</b>		
Drilled	Superior	AFP	Charging Lancer	Disciplined, Shatter
L/O	Armoured	Mounted Shot	Expert Swordsmen	
<b>Dismounted Hussars</b>		<b>Foot Regt</b>		
Drilled	Superior	AFP	-	Disciplined Hasty Defences (1)
C/L	Armoured	Arquebus	Expert Swordsmen	
<b>Veteran Polish Hussars</b>		<b>Cavalry</b>		
Drilled	Exceptional	AFP	Charging Lancer	Disciplined, Shatter
L/O	Armoured	Mounted Shot	Expert Swordsmen	
<b>Dismounted Veteran Hussars</b>		<b>Foot Regt</b>		
Drilled	Exceptional	AFP	-	Disciplined Hasty Defences (1)
C/L	Armoured	Arquebus	Expert Swordsmen	
<b>Dismounted Polish Kozacy</b>		<b>Foot Regt</b>		
Formed	Average	AFP	-	Hasty Defences (1)
Loose	Unprotected	Arquebus	Swordsmen	
<b>Not when Fighting Tatars in the East</b>				
<b>German Pike &amp; Shot</b>		<b>Large Pike &amp; Shot</b>		
Formed	Average	AFP	-	
Close	Unprotected	Arquebus	-	

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

Any infantry can take Hasty Defences (1) or Barricades (2).

Elearzy are volunteers from the Hussars who scout ahead; at least 3 (Veteran) Polish Hussars TUGs must be fielded in order to take the Elearzy TUG.

### *Allies*

The Catholic League

Ukrainian Cossack from 1619

Carpathian Principalities

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

Sigismund III then initiated a policy of expansionism, and invaded Russia in 1609 when that country was plagued by a civil war known as the Time of Troubles. In July 1610, the outnumbered Polish force comprising winged hussars defeated the Russians at the Battle of Klushino, which enabled the Poles to take and occupy Moscow for the next two years. The disgraced Vasili IV of Russia was transported in a cage to Warsaw where he paid a tribute to Sigismund; Vasili was later murdered in captivity. The Commonwealth forces were eventually driven out in 1612. The war concluded with a truce that granted Poland–Lithuania extensive territories in the east and marked its largest territorial expansion. At least five million Russians died between 1598 and 1613, the result of continuous conflict, famine and Sigismund's invasion.

The Polish–Ottoman War (1620–21) forced Poland to withdraw from Moldavia in southeastern Europe, but Sigismund's victory over the Turks at Khotyn diminished the supremacy of the Sultanate and eventually led to the murder of Osman II. This secured the Turkish frontier for the duration of Sigismund's rule. In spite of the victories in the Polish–Swedish War (1626–1629), the exhausted Commonwealth army signed the Treaty of Altmark which ceded much of Livonia to Sweden under Gustavus Adolphus. At the same time, the country's powerful parliament was dominated by nobles who were reluctant to get involved in the Thirty Years' War; this neutrality spared the country from the ravages of a political-religious conflict that devastated most of contemporary Europe.

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**Romanov Russia (Aleksey)**

Keynote

*Military reform in the wars against Poland, Sweden and Safavid Iran*

Dates

1630-1660

Generals

Any Instinctive (0-4)

Home Terrain

Cultivated, Forest, Plains

Army Trait

Great Men

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Dvoriane</b>				<i>Cavalry</i>				
Formed	Superior	AFP	Light Lance	Fire & Charge	Independent (0)	0	4	7
L/O	Armoured	Bow	Expert Swordsmen					
<b>Deti Boyarskie</b>				<i>Cavalry</i>				
Formed	Average	AFP	Light Lance	Fire & Charge	Independent (0)	1	4	4
L/O	Protected	Mounted Shot	Swordsmen					
<b>Deti Boyarskie</b>				<i>Cavalry</i>				
Formed	Average	AFP	Light Lance	Fire & Charge	Independent (0)	1	4	4
L/O	Protected	Bow	Swordsmen					
<b>Cossacks</b>				<i>Cavalry</i>				
Formed	Average	AFP	Light Lance	Pathfinder	Independent (0)	0	4	4
L/O	Unprotected	Mounted Shot	-					
<b>Tatars</b>				<i>Cavalry</i>				
Formed	Average	AFP	-	Pathfinder	Independent (0)	0	2	4
L/O	Unprotected	Bow	Swordsmen					
<b>Cossack Foot</b>				<i>Bande</i>				
Formed	Average	AFP	Stave or Spear		Independent (0)	0	2	5
C/L/O	Unprotected	Matchlock Musket	Swordsmen					
<b>Streltsy</b>				<i>Foot Regt</i>				
Formed	Average	AFP	Stave or Spear		Independent (0)	2	8	5
Close	Unprotected	Matchlock Musket	Stave or Spear					
<b>Soldaty</b>				<i>Pike &amp; Shot</i>				
Formed	Average	AFP	-		Independent (0)	2	8	5
Close	Unprotected	Matchlock Musket	-					
<b>Best Streltsy</b>				<i>Foot Regt</i>				
Formed	Superior	AFP	Stave or Spear		Independent (0)	0	2	6
Close	Unprotected	Matchlock Musket	Stave or Spear					
<b>Best Soldaty</b>				<i>Pike &amp; Shot</i>				
Formed	Superior	AFP	-		Independent (0)	0	2	6
Close	Unprotected	Matchlock Musket	-					
<b>Provincial Musketeers</b>				<i>Foot Regt</i>				
Formed	Poor	AFP	Stave or Spear		Independent (0)	0	2	4
Close	Unprotected	Matchlock Musket	Stave or Spear					
<b>Draguny</b>				<i>Dragoons</i>				
Formed	Average	AFP	-	Pathfinder	Independent (0)	0	4	3
Loose	Unprotected	Matchlock Musket	-					

<i>Western style troops and mercenaries</i>								
<b>Cuirassiers</b>				<i>Solid Horse</i>				
Formed	Superior	-	Pistol	Shock	0	2		7
Loose	Armoured	-	Pistol					
<b>Ill-furnished Cuirassiers</b>				<i>Solid Horse</i>				
Formed	Superior	-	Pistol	Shock				
Loose	Protected	-	Pistol					
<b>Depleted Cuirassiers</b>				<i>Solid Horse</i>				
Formed	Average	-	Pistol	Shock				
Loose	Armoured	-	Pistol					
<b>Well-equipped Reiters</b>				<i>Horse</i>				
Formed	Average	AFP	Pistol	Shove				
Loose	Armoured	Mounted Shot	Pistol					
<b>Reiters</b>				<i>Horse</i>				
Formed	Average	AFP	Pistol					
Loose	Protected	Mounted Shot	Pistol					
<b>Best Harquebusiers</b>				<i>Horse</i>				
Formed	Average	AFP	-	Pathfinder (1)				
L/O	Protected	Mounted Shot	-					
<b>Harquebusiers</b>				<i>Horse</i>				
Formed	Average	AFP	-	Pathfinder (1)				
L/O	Unprotected	Mounted Shot	-					
<b>Poorly Trained Harquebusiers on nags</b>				<i>Horse</i>				
Formed	Poor	AFP	-	Pathfinder (0)				
L/O	Unprotected	Mounted Shot	-					
<b>German Armoured Pike &amp; Shot</b>				<i>Pike &amp; Shot</i>				
Formed	Average	AFP	-	Regimental Guns (1)				
Close	Protected	Matchlock Musket	-					
<b>Ill-furnished German Pike &amp; Shot</b>				<i>Pike &amp; Shot</i>				
Formed	Average	AFP	-	Regimental Guns (1)				
Close	Unprotected	Matchlock Musket	-					

<i>Light Guns</i>				<i>Battery</i>			
Formed	Average	AFP	-	Hasty Defences (1)	0	3	
Loose	Unprotected	Light Gun	-				
<i>Medium Guns</i>				<i>Battery</i>			
Formed	Average	AFP	-	Hasty Defences (1)	1	3	4
Loose	Unprotected	Medium Gun	-				
<i>Heavy Guns</i>				<i>Battery</i>			
Formed	Average	AFP	-	Hasty Defences (1)	1	3	5
Loose	Unprotected	Heavy Gun	-				

#### Notes

There must be 2 Streltsy for every Best Streltsy.  
There must be 2 Soldaty for every Best Soldaty.  
There must be 1 non-veteran Reitary for every Veteran Reitary.  
Any infantry can take Hasty Defences (1) or Barricades (2).

#### Allies

Circassia  
Tatar Khanates  
Ukrainian Cossack

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

In July 1654 the Russian army of 41,000 (nominally under the Tsar, but in fact commanded by Princes Yakov Cherkassky, Nikita Odоеvsky and Ivan Khovansky) captured the border forts of Bely and Dorogobuzh and laid siege to Smolensk. The Russian position at Smolensk was endangered as long as Great Lithuanian Hetman, Prince Janusz Radziwiłł, with a 10,000 man garrison, held Orsha, slightly to the west. Cherkassky took Orsha; forces under his command, led by Kniaz (Prince, or Duke) Yuri Baryatinsky, forced Radziwiłł to retreat in the Battle of Shklov (also known as the Battle of Szklów, Battle of Shkloŭ, or Battle of Shklow, which took place during a solar eclipse, and for which both sides claimed victory), fought near Shklov on August 12. Radziwiłł was again defeated twelve days later at the Battle of Shepeleviche. After a three-month siege, Smolensk — the main object of the previous Russo–Polish War — fell to the Russians on 23 September.

In the meantime, Prince Aleksey Trubetskoy led the southern flank of the Russian army from Bryansk to Ukraine. The territory between the Dnieper and Berezina was overrun quickly, with Trubetskoy taking Mstislavl and Roslavl and his Ukrainian allies capturing Homel. On the northern flank, V.B. Sheremetev set out from Pskov and seized the Lithuanian cities of Nevel, Polotsk, and Vitebsk. Thereupon the Tsar's troops in December swarmed over Polish Livonia and firmly established themselves in Ludza and Rezekne. Simultaneously, the combined forces of Khmelnitsky and the Russian Boyar Buturlin struck against Volynia. Despite many disagreements between the commanders, they took hold of Ostroh and Rivne by the end of the year.

In the winter and spring of 1655, Prince Radziwiłł launched a counter-offensive in Belarus, recapturing Orsha and besieging Mogilyov. This siege continued for three months with no conclusion. In January, Sheremetev and Khmelnitsky were defeated at the Battle of Okhmativ, while a second Polish army (allied with the Tatars) crushed a Russian-Ukrainian contingent at Zhashkov. Alarmed by these reverses, the Tsar hastened from Moscow and at his instigation a massive offensive was launched. The Lithuanian forces offered little effective resistance and surrendered Minsk to the Cossacks and Cherkassky on 3 July. Vilnius, the capital of the Great Duchy of Lithuania, was taken by the Russians on 31 July.

# Commonwealth of Poland-Lithuania (Władysław IV Vasa)

Keynote

The Smolensk War against Russia up until the Khmelnytsky Uprising

Dates

1630-1652

Generals

Any Instinctive (0-4)

Home Terrain

Cultivated, Forest, Plains

Army Trait

Great Men

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Polish Hussars with Pancerni support</b>				<i>Horse</i>	Disciplined, Spirited Charge	2	7	9
Drilled	Superior	CFP	Charging Lancer					
Loose	Protected	Mounted Shot	Pistol				7	
<b>Veteran Polish Hussars with Pancerni support</b>				<i>Horse</i>	Disciplined, Spirited Charge	0	1	10
Drilled	Exceptional	CFP	Charging Lancer					
Loose	Protected	Mounted Shot	Pistol					
<b>Polish Kozacy</b>				<i>Cavalry</i>	Pathfinder	Independent (0)	8	4
Formed	Average	AFP	Light Lance					
L/O	Unprotected	Mounted Shot	Pistol					
<b>Detached Pancerni</b>				<i>Cavalry</i>	Fire & Charge		4	5
Formed	Average	AFP	Light Lance					
L/O	Armoured	Mounted Shot	Pistol					
<b>Royal Pancerni</b>				<i>Cavalry</i>	Fire & Charge		1	7
Formed	Superior	AFP	Light Lance					
L/O	Armoured	Mounted Shot	Pistol					
<b>Petyhorstsy</b>				<i>Horse</i>	Spirited Charge	2	2	12
Formed	Average	CFP	Light Lance					
L/O	Protected	Bow	Swordsmen					4
<b>Székely Hussars</b>				<i>Cavalry</i>	Pathfinder	Independent (0)	2	4
Formed	Average	AFP	-					
L/O	Unprotected	Mounted Shot	Swordsmen					
<b>Tatars</b>				<i>Cavalry</i>	Pathfinder	Independent (0)	4	4
Formed	Average	AFP	-					
L/O	Unprotected	Bow	Swordsmen					
<b>Noble Levy</b>				<i>Horse</i>	Combat Shy		2	2
Tribal	Poor	LFP	Light Lance					
Loose	Protected	Mounted Shot	Swordsmen					
<b>War Wagons</b>				<i>Battle Wagons</i>	Regimental Guns (1)	0	4	4
Formed	Average	AFP	Stave or Spear					
Close	Protected	Matchlock Musket	Swordsmen					
<b>Draguny</b>				<i>Dragoons</i>	Pathfinder	0	4	3
Formed	Average	AFP	-					
Loose	Unprotected	Matchlock Musket	-					
<b>Hajdúk</b>				<i>Foot Regt</i>		0	2	5
Formed	Average	AFP	-					
Loose	Unprotected	Matchlock Musket	Swordsmen					
<b>Wybraniecka</b>				<i>Foot Regt</i>	Combat Shy	0	6	4
Tribal	Average	AFP	Stave or Spear					
Close	Unprotected	Matchlock Musket	-					

<i>Western style troops and mercenaries</i>									
<b>Cuirassiers</b>				<i>Solid Horse</i>	Shock	0	1	3	6
Formed	Superior	-	Pistol	7					
Loose	Armoured	-	Pistol	6					
<b>Ill-furnished Cuirassiers</b>					<i>Solid Horse</i>				
Formed	Superior	-	Pistol	Shock					
Loose	Protected	-	Pistol						
<b>Depleted Cuirassiers</b>				<i>Solid Horse</i>	Shock				
Formed	Average	-	Pistol	5					
Loose	Armoured	-	Pistol	5					
<b>Well-equipped Reiters</b>					<i>Horse</i>				
Formed	Average	AFP	Pistol	Shove					
Loose	Armoured	Mounted Shot	Pistol						
<b>Reiters</b>				<i>Horse</i>	4				
Formed	Average	AFP	Pistol						
Loose	Protected	Mounted Shot	Pistol	3					
<b>Best Harquebusiers</b>					<i>Horse</i>				
Formed	Average	AFP	-	Pathfinder (1)	3				
L/O	Protected	Mounted Shot	-						
<b>Harquebusiers</b>				<i>Horse</i>	Pathfinder (1)	3			
Formed	Average	AFP	-						
L/O	Unprotected	Mounted Shot	-	Pathfinder (0)	2				
<b>Poorly Trained Harquebusiers on nags</b>						<i>Horse</i>			
Formed	Poor	AFP	-						
L/O	Unprotected	Mounted Shot	-						
<b>Ill-furnished German Pike &amp; Shot</b>				<i>Pike &amp; Shot</i>	Regimental Guns (1)	1	6	6	
Formed	Average	AFP	-						
Close	Unprotected	Matchlock Musket	-						
<b>Ill-furnished Veteran German Pike &amp; Shot</b>				<i>Pike &amp; Shot</i>	Regimental Guns (1)	1	6		
Formed	Superior	AFP	-						
Close	Unprotected	Matchlock Musket	-						

**Fighting Tatars in the East (Replacing ~~all~~ (Veteran) Polish Hussars (with Pancerni support) and Polish Kozacy)**

<b>Polish Hussars</b>				<b>Cavalry</b>	Disciplined, Shatter	2	7	7	9
Drilled	Superior	AFP	Charging Lancer						
L/O	Protected	Mounted Shot	Pistol						
<b>Dismounted Hussars</b>				<b>Foot Regt</b>	Disciplined	0	1	7	9
Drilled	Superior	AFP	-						
C/L	Protected	Matchlock Musket	Expert Swordsmen						
<b>Veteran Polish Hussars</b>				<b>Cavalry</b>	Disciplined, Shatter	0	1	7	10
Drilled	Exceptional	AFP	Charging Lancer						
L/O	Protected	Mounted Shot	Pistol						
<b>Dismounted Veteran Hussars</b>				<b>Foot Regt</b>	Disciplined	0	1	7	10
Drilled	Exceptional	AFP	-						
C/L	Protected	Matchlock Musket	Expert Swordsmen						
<b>Dismounted Polish Kozacy</b>				<b>Foot Regt</b>	Hasty Defences (1)	2	8	5	
Formed	Average	AFP	-						
Loose	Unprotected	Matchlock Musket	Swordsmen						
<b>Light Guns</b>				<b>Battery</b>	Hasty Defences (1)	1	2	2	3
Formed	Average	AFP	-						
Loose	Unprotected	Light Gun	-						
<b>Medium Guns</b>				<b>Battery</b>	Hasty Defences (1)	1	2	2	4
Formed	Average	AFP	-						
Loose	Unprotected	Medium Gun	-						
<b>Heavy Guns</b>				<b>Battery</b>	Hasty Defences (1)	1	2	2	5
Formed	Average	AFP	-						
Loose	Unprotected	Heavy Gun	-						
<b>Notes</b>									

Any infantry can take Hasty Defences (1) or Barricades (2).

If detached Pancerni are fielded, then Hussars may remove their CFP /Mounted Shot

**Allies**

Ukrainian Cossack

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

Sigismund's eldest son, Ladislaus succeeded him as Władysław IV in 1632 with no major opposition. A skilled tactician, he invested in artillery, modernised the army and fiercely defended the Commonwealth's eastern borders. Under the Treaty of Stuhmsdorf, he reclaimed regions of Livonia and the Baltics which were lost during the Polish-Swedish wars. Unlike his father who worshipped the Habsburgs, Władysław sought closer ties with France and married Marie Louise Gonzaga, daughter of Charles I Gonzaga, Duke of Mantua, in 1646.

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# Circassia

Keynote

*Kanzhal War and the Russian–Circassian War*

Dates

1630-1721

Generals

Any Instinctive or Tribal (0-4)

Home Terrain

Mountains, Forest

Army Trait

Great Men, Vital Settlement

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Bodyguard Cavalry</b>				<i>Horse</i>	Savage Charge, Personal Bodyguard	0	1	7
Formed	Superior	-	Sword & Pistol					
Loose	Armoured	-	Pistol					
<b>Best Circassian Cavalry</b>				<i>Cavalry</i>		0	4	6
Formed	Superior	CFP	Light Lance					
L/O	Protected	Bow	Swordsmen					
<b>Best Circassian Cavalry</b>				<i>Horse</i>		0	4	7
Formed	Superior	CFP	Sword & Pistol					
Loose	Protected	Bow	Pistol					
<b>Circassian Cavalry</b>				<i>Cavalry</i>		2	8	5
Formed	Superior	CFP	Light Lance					
L/O	Unprotected	Bow	Swordsmen					
<b>Circassian Cavalry</b>				<i>Horse</i>		2	8	6
Formed	Superior	CFP	Sword & Pistol					
Loose	Unprotected	Bow	Pistol					
<b>Nogai Tatars</b>				<i>Cavalry</i>	Pathfinder	2	12	4
Formed	Average	AFP	-					
L/O	Unprotected	Bow	-					
<b>Dagestani Skirmishers</b>				<i>Missile Irregulars</i>	Combat Shy (-1)	0	8	4
Tribal	Average	AFP	-					
L/O	Unprotected	Matchlock Musket	-					
<b>Dagestani Warriors</b>				<i>Melee Irregulars</i>	Spirited Charge	2	12	5
Tribal	Average	-	Impact Weapon					
Loose	Unprotected	-	Swordsmen					

## Notes

Vital Settlement is optional.

Only one classification of Best Circassian Cavalry & Circassian Cavalry can be used.

Personal Bodyguard must be in the Army Commander's command (so cannot be taken as part of an allied command)

## Allies

Pro-Russian Baksan only - Romanov Russia (Aleksey)

Pro-Crimean Kashkatau only - Crimean and Volga Khanates

Nekrasov Cossacks (after 1711) - Ukrainian Cossack Hetmanate (The Ruin)

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

In the 17th century, under the influence of the Crimean Tatars and of the Ottoman Empire, large numbers of Circassians converted to Islam from Christianity.

In 1708, Circassians paid tribute to the Ottoman sultan in order to prevent Tatar raids, but the sultan did not fulfil the obligation and the Tatars raided all the way to the centre of Circassia, robbing everything they could. For this reason, Kabardian Circassians announced that they would never pay tribute to the Crimean Khan and the Ottoman Sultan again. The Ottomans sent their army of at least 20,000 men to Kabardia under the leadership of the Crimean Khan Kaplan-Girey to conquer the Circassians and ordered that he collect the tribute. The Ottomans expected an easy victory against the Kabardinians, but the Circassians won because of the strategy set up by Kazaniko Jabagh during the battle of Kanzhal.

The Crimean army was destroyed in one night on 17 September 1708. The Crimean Khan Kaplan-Giray barely managed to save his life, and was humiliated, all the way to his shoes taken, leaving his brother, son, field tools, tents and personal belongings. In 2013, the Institute of Russian History of the Russian Academy of Sciences recognised that the Battle of Kinzhal Mountain with the paramount importance in the national history of Circassians, Balkarians and Ossetians.