



RENATIO ET GLORIAM: SOUTH AMERICA

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	9
Loose	Unprotected	-		Pistol				9		
Cavaliers				Linear Horse						
Formed	Average	-		Sword & Pistol	Spirited Charge, Impetuous		0	4	5	
Loose	Protected	-		Pistol						

South America

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

List No	Title	Dates
178	Muisca Confederation (Andean Colombia, Venezuela & Ecuador)	1470 - 1542
179	Muzo or Panche (Andean Colombia)	1470 - 1580
180	Northern Mapuche (Chile)	1494 - 1580
181	Tupi Peoples of Brazil	1494 - 1721
182	Gé Peoples of Brazil	1494 - 1721
183	Incan Empire and Neo-Inca State	1494 - 1572
184	Caribbean Archipelago	1494 - 1721
185	Amazon-Orinoco Colombia	1494 - 1580
186	Hill Tribes of Colombia	1494 - 1580
187	Cañari (Ecuador)	1494 - 1533
188	Caribbean Mainland	1494 - 1721
189	Shuar (Ecuador and Peru)	1494 - 1599
190	Habsburg Spain (Conquest of South America)	1529 - 1555
191	Huilliche-Mapuche (Chile)	1536 - 1721

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Cover asset created in Midjourney AI

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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						②	③				
↓	Militia Foot Regt			Pike & Shot	Combat Shy	2	↓	12	↓	5	5
	Formed	Poor	LFP	-							
	Close	Unprotected	Matchlock Musket	-							
	Newly Raised Foot Regt			Pike & Shot							
	Formed	Average	AFP	-							
	Close	Unprotected	Matchlock Musket	-							
	Foot Regt			Pike & Shot							
	Formed	Average	AFP	-							
	Close	Unprotected	Matchlock Musket	-							
	Brigaded muskets			Foot Regt							
	Formed	Average	AFP	-							
	Close	Unprotected	Matchlock Musket	-							
	New Model Army Firelocks			Foot Regt							
	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

	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.

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Muisca Confederation (Andean Colombia, Venezuela & Ecuador)

Keynote *Muisca chiefdoms in the Eastern Andean highlands, before the Spanish conquest of South America*

Dates 1470-1542

Generals Any Instinctive or Tribal (0-3)

Home Terrain Mountains

Army Trait Domiciled, Great Men, Fortified Camp, Mobile Camp, Inspirational Icon, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts		
Sacred Litter with protectorate				Melee Foot		Personal Bodyguard (0)	0	1	4	
Tribal	Exceptional	-	-							
Loose	Unprotected	-	Swordsmen							
Elite guecha warriors				Melee Irregulars		Fire & Charge	Pavise (1)	0	3	8
Formed	Superior	AFP	Impact Weapon							
Loose	Unprotected	Sling	Swordsmen							
Elite guecha warriors with spear-throwers				Melee Irregulars		Fire & Charge	Pavise (1)	0	3	8
Formed	Superior	HFP	Impact Weapon							
Loose	Unprotected	Javelins	Swordsmen							
Guecha warriors				Melee Irregulars		Fire & Charge	Pavise (0)	2	10	6
Tribal	Average	AFP	Impact Weapon							
Loose	Unprotected	Sling	Swordsmen							
Guecha warriors with spear-throwers				Melee Irregulars		Fire & Charge	Pavise (0)	2	10	6
Tribal	Average	HFP	Impact Weapon							
Loose	Unprotected	Javelins	Swordsmen							
Panches and Colimas slaves				Melee Irregulars		Fire & Charge		2	6	4
Tribal	Poor	AFP	Impact Weapon							
Loose	Unprotected	Sling	-							
Tribal Skirmishers with Bow				Missile Irregulars		Combat Shy (-1)	2	15	3	
Tribal	Average	AFP	-							
L/O	Unprotected	Bow	-							
Tribal Skirmishers				Missile Irregulars		Combat Shy (-1)	2	15	3	
Tribal	Average	AFP	-							
L/O	Unprotected	Javelins	-							
Spanish Adventurers										
Spanish Conquistadors				Bande		Shock	0	1	10	
Drilled	Superior	HFP	-							
C/L/O	Armoured	Arquebus	Expert Swordsmen							

Notes

Inspirational Icon is not mandatory. Inspirational Icon can only be taken if the Sacred Litter with a protectorate (with Personal Bodyguard) is also taken. The Inspirational Icon is with the Army Commander. Fortified or Mobile Camp are not mandatory, and only one may be taken.

Any TUG can take Hasty Defences (1)

If any Spanish Adventurers are used, they must be led by a Spanish Adventurer allied General (Instinctive), who can only command TUGs from that section.

Elite Guecha warriors must not outnumber Guecha warriors.

(Elite) Guecha warriors must all be equipped with Pavise or none, not a mix. Allied (Elite) Guecha warriors can be equipped conversely (as a different tribe)

(Elite) Guecha warriors equipped with Javelin must not outnumber those armed with Sling.

The Muisca and Cauca valley tribes were known for hurling cane darts, up to 2m long, with "great skill" and "great force"

Allies

Muisca Confederation (Andean Colombia, Venezuela & Ecuador) - (up to 3 contingents)

Habsburg Spain (Conquest of South America) - 1538 only (Battle of Tocarema)

Historical Introduction (Wikipedia - CC-BY-SA)

The Muisca, a Chibcha speaking people occupied the central part of present-day Columbia, the Eastern Ranges of the Colombian Andes. They were organized in a confederation that was a loose union of states. The central authorities of the south and north were called the zipa and zaque respectively. In 1470 zipa Saguamanchica conquered the Sutagao at the battle of Pasca. He apparently led an army of 30,000 warriors. In 1490 he led another army against the zaque Michuá who reportedly had an army of 60,000 warriors. His army won the battle, but both leaders were killed. The Spanish conquistadors entered Muisca territory in 1537. In 1538 a new settlement Santafé de Bogotá was founded as the capital of the New Kingdom of Granada. The Spanish allied with zipa Sagipa and fought the Panche with only 50 Spanish soldiers and 12,000 to 20,000 guecha warriors in the Battle of Tocarema on August 20, 1538

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Muzo or Panche (Andean Colombia)

Keynote

Cannibalistic tribes who inhabited the western slopes of the eastern Colombian Andes.

Dates

1470-1580

Generals

Any Tribal (0-3)

Home Terrain

Mountains, Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Inspirational Icon, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Sacred Litter with protectorate			Melee Foot					
Tribal	Exceptional	-	-		Personal Bodyguard (0)	0	1	4
Loose	Unprotected	-	Swordsmen					
Panche Warriors			Melee Irregulars					
Tribal	Average	AFP	Impact Weapon	Fire & Charge		0	4	5
Loose	Unprotected	Sling	-					
Best Tribal Warriors with Bow			Missile Irregulars					
Tribal	Average	HFP	-			0	4	4
Loose	Unprotected	Bow	-					
Tribal Skirmishers with Bow			Missile Irregulars					
Tribal	Average	AFP	-		Combat Shy (-1)	5	25	3
L/O	Unprotected	Bow	-					
Guerilla Warriors			Skirmishers					
Tribal	Superior	AFP	-	Pathfinder	Independent (1), Combat Shy (-1)	0	2	4
L/O	Unprotected	Bow	-					
Specialist Ambushers			Skirmishers					
Tribal	Average	HFP	-		Independent (1), Pathfinder (1)	0	2	3
L/O	Unprotected	Bow	-					
Notes								

Inspirational Icon is not mandatory. Inspirational Icon can only be taken if the Sacred Litter with a protectorate (with Personal Bodyguard) is also taken. Inspirational Icon is with the Army Commander.

Vital Settlement is not mandatory. Only one of Inspirational Icon or Vital Settlement can be taken.

A command may not have more than one TUG of Best Tribal Warriors with Bow.

Spanish chroniclers as belligerent and "cruel" or "murderers". Known for cranial deformation

Allies

Muzo or Panche (Andean Colombia) - (up to 3 contingents)

Historical Introduction (Wikipedia - CC-BY-SA)

This list covers tribes of the Magdalena valley. The Panche appear to have pre-dated the invasions of Columbia that took place around 1000 CE. The Spanish allied with the Muisca zipa Sagipa to fight the Panche with only 50 Spanish soldiers and 12,000 to 20,000 guecha warriors in the Battle of Tocarema on August 20, 1538. The Panche then seem to have been quickly suppressed.

The Muzo seem to have arrived with other invaders around 1000 CE. A first attempt to suppress the Muzo by the Luis Lanchero, in 1539 failed. When Pedro de Ursúa founded the city of Tudela close to the Muzo territories in 1552, the Muzo people attacked and razed the newly founded settlement. Another expedition by Luis Lanchero, in 1559 or 1560 succeeded in subjugating the Muzo and Santísima Trinidad de los Muzos was founded on the remains of the earlier settlement.

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Northern Mapuche (Chile)

Keynote

Promaucae and Picunche tribes of Chile

Dates

1494-1580

Generals

Any Tribal (0-3)

Home Terrain

Mountains, Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Best Warriors with Spanish Armour and Longquilquil				Melee Foot		0	1	6
Tribal	Superior	AFP	-	Shock	Fire & Charge (0)			
Loose	Protected	Bow	Stave or Spear					
Tribal Warriors with Spanish Armour and Longquilquil				Melee Foot		1	3	6
Tribal	Average	AFP	-	Shock	Fire & Charge (0)			
Loose	Protected	Bow	Stave or Spear					
Tribal Warriors with Longquilquil				Melee Irregulars			6	
Tribal	Average	AFP	-	Fire & Charge (0), Shock (1)				
Loose	Unprotected	Bow	Stave or Spear					
Tribal Warriors with Bow				Missile Irregulars		3	15	3
Tribal	Average	AFP	-	Combat Shy (-1)				
Loose	Unprotected	Bow	-					
Guerilla Warriors				Skirmishers		0	6	4
Tribal	Superior	AFP	-	Pathfinder	Independent (1), Combat Shy (-1)			
L/O	Unprotected	Bow	-					
Tribal Skirmishers with Bow				Missile Irregulars		0	3	3
Tribal	Average	AFP	-	Combat Shy (-1)				
L/O	Unprotected	Bow	-					
Tribal Skirmishers				Missile Irregulars		0	6	3
Tribal	Average	AFP	-	Combat Shy (-1)				
L/O	Unprotected	Javelins	-					
Notes								

Notes

(Best) Warriors with Spanish Armour and Longquilquil must not outnumber Tribal Warriors with Longquilquil

Allies

Northern Mapuche (Chile) - (up to 3 contingents)

Huilliche-Mapuche (Chile)

Historical Introduction (Wikipedia - CC-BY-SA)

The Mapuche occupied what is today central Chile. The northern Mapuche were known as the Picunche. As the Incas expanded southwards they encountered the Pucunche people, the northern branch of the Mapuche people. In a six-year campaign with an army that eventually rose to 50,000 men, the Inca general Sinchiruca had subdued the regions to the north. The Picunche resisted the Incas and were joined by allies to the south, the Antalli, Pincu and Cauqui in opposing the invaders. This alliance was called Purumauca, the Incan term for "savage enemy" which the Spanish later changed into Promaucaes.

A three-day battle was fought at the Maule river without either side gaining an advantage. Three further days were spent by both sides in their fortified camps before the Purumauca retired on the seventh day and returned home claiming victory. The Spanish entered Chile from Peru and in 1541 Pedro de Valdivia founded Santiago. The northern Mapuche tribes fought against Spanish conquest but little is known about their resistance.

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Tupi Peoples of Brazil

Keynote

Cannibalistic peoples indigenous to Brazil before colonisation

Dates

1494-1721

Generals

Any Tribal (0-3)

Home Terrain

Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Fiercest Tupi Warriors				Melee Irregulars	Spirited Charge, Impetuous	0	6	7
Tribal	Superior	CFP	Impact Weapon					
Loose	Unprotected	Bow	Swordsmen					
Tupi Warriors				Melee Irregulars	Spirited Charge, Impetuous	3	15	5
Tribal	Average	CFP	Impact Weapon					
Loose	Unprotected	Bow	Swordsmen					
Tribal Skirmishers with Bow				Missile Irregulars	Combat Shy (-1)	1		3
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Specialist Ambushers				Skirmishers	Independent (1), Pathfinder (1)	0	2	3
Tribal	Average	HFP	-					
L/O	Unprotected	Bow	-					
Guerilla Warriors				Skirmishers	Pathfinder Independent (1), Combat Shy (-1)	0	2	4
Tribal	Superior	AFP	-					
L/O	Unprotected	Bow	-					
Only between 1530 and 1649								
Guerilla Warriors with Firearms				Skirmishers	Pathfinder Independent (1), Combat Shy (-1)	0	1	5
Tribal	Average	HFP	-					
L/O	Unprotected	Arquebus	-					
Only between 1540 and 1649								
Native 'Frenchmen'				Skirmishers		0	2	4
Formed	Average	AFP	-					
L/O	Unprotected	Arquebus	Swordsmen					
Only after 1650								
Skirmishers with Musket				Skirmishers		0	2	4
Formed	Average	AFP	-					
L/O	Unprotected	Matchlock Musket	-					
Notes								

Notes

Fiercest Tupi Warriors TUGs must not outnumber Tupi Warrior TUGs

Guerilla Warriors with Firearms can only be used after 1530

Allies

Tupi Peoples of Brazil - (up to 3 contingents)

Kingdom of Portugal (Colonial Empire)

Gé Peoples of Brazil

Historical Introduction (Wikipedia - CC-BY-SA)

Tupi tribes included the Tupinambá, Tupinikin, Tobayara, Potiguar and Tupina. The primary motive for Tupi aggression was not to capture territory but to capture prisoners for ritual slaughter and eating. This in turn led to bloody cycles of vendettas. They originated to the south, probably in the Paraguay basin. As they moved north they displaced the Gé-speaking nations and fragmented into a score of tribes.

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Gé Peoples of Brazil

Keynote

Inhabitants of southern Brazil and part of northern Paraguay.

Dates

1494-1721

Generals

Any Tribal (0-4)

Home Terrain

Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Ambushers!, Reduced Scale

Training	Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts
Order	Protection	Weapon	Melee					
Best Tribal Warriors with Bow			Missile Irregulars					
Tribal	Average	HFP	-			0	4	4
Loose	Unprotected	Bow	-					
Tribal Skirmishers with Bow			Missile Irregulars					
Tribal	Average	AFP	-		Combat Shy (-1)	5	25	3
L/O	Unprotected	Bow	-					
Guerilla Warriors			Skirmishers					
Tribal	Superior	AFP	-	Pathfinder	Independent (1), Combat Shy (-1)	0	6	4
L/O	Unprotected	Bow	-					
Specialist Ambushers			Skirmishers					
Tribal	Average	HFP	-		Independent (1), Pathfinder (1)	0	3	3
L/O	Unprotected	Bow	-					
Expedition of Aleixo Garcia only 1522-1525 - Raiding the Incas								
Spanish Conquistadors			Bande					
Drilled	Superior	HFP	-	Shock		0	1	10
C/L/O	Armoured	Arquebus	Expert Swordsmen					
Notes								

A command may not have more than one TUG of Best Tribal Warriors with Bow.

Allies

Gé Peoples of Brazil - (up to 3 contingents)

Tupi Peoples of Brazil

Historical Introduction (Wikipedia - CC-BY-SA)

Gé-speaking nations included the Waitacá, Aimoré, Coroado, Puri and Cariri (or Tacaniju). They probably inhabited the Atlantic coast before being evicted by the Tupi. The Gé-speaking people then occupied the open plateau and scrublands of central and eastern Brazil and tended to avoid forested areas. The Waitacá were based at the swampy mouth of the (southern) Paraíba river (between the São Tomé and Espírito Santo captaincies) and near the Lagos Feia ('Ugly Lagoon') on the Campos dos Guaitacazes ('Plain of the Waitac'), but may have occupied a larger area. Waitacá is a modern phonetic spelling of the tribe's name; colonists called them Goyataka, Waitacazes or Ouetaçazes. Although continually at war, they survived the Tupi invasions, and survived the Portuguese invasion for 100 years.

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Incan Empire and Neo-Inca State

Keynote

The largest empire in pre-Columbian America until the Neo-Inca state of Vilcabamba.

Dates

1494-1572

Generals

Any (0-4)

Home Terrain

Mountains

Army Trait

Domiciled, Inspiring Leader, Militant, Inspirational Icon, Mobile Camp, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Sacred Litter with protectorate			Melee Foot					
Tribal	Exceptional	-	-	Personal Bodyguard (0)		0	1	4
Loose	Unprotected	-	Swordsmen					
Cusco Imperial Guard			Melee Foot	Fleet of Foot, Shock	Fire & Charge (0), Personal Bodyguard (0)	0	1	7
Drilled	Superior	AFP	Stave or Spear					
Loose	Unprotected	Sling	Stave or Spear					
Hauminca captains and veterans			Melee Foot	Fleet of Foot	Fire & Charge (0)	0	4	7
Drilled	Superior	AFP	Impact Weapon					
Loose	Unprotected	Sling	Expert Swordsmen					
Incan auqua			Melee Irregulars		Fire & Charge (0), Combat Shy (-1)	3	15	6
Drilled	Average	AFP	Impact Weapon					
Loose	Unprotected	Sling	Swordsmen				15	
Auqua swordsmen			Melee Irregulars	Fire & Charge		0	2	8
Drilled	Superior	CFP	Impact Weapon					
Loose	Unprotected	Sling	Swordsmen					
Incan Skirmishers			Missile Irregulars		Combat Shy (-1)	3	15	3
Formed	Average	AFP	-					
L/O	Unprotected	Sling	-					
Neo-Inca state - from 1536-1557 and no Spanish Allies								
Incan Cavalry			Horse			0	2	2
Formed	Average	-	Light Lance					
Loose	Unprotected	-	-					
Captured Guns			Battery		Combat Shy (0)	0	1	2
Tribal	Average	LFP	-					
Loose	Unprotected	Light Gun	-					
Armed Civilians			Melee Irregulars		Combat Shy (-1)	0	1	1
Tribal	Poor	-	-					
Loose	Unprotected	-	-					
Subject Tribes								
Amazonian "Bracamoro" Bowmen			Skirmishers		Combat Shy (-1)	0	1	3
Tribal	Average	HFP	-					
L/O	Unprotected	Bow	-					
Amazonian Bowmen			Missile Irregulars		Combat Shy (-1), Pathfinder (1)	1*	4	3
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Cunti, Chinha or Charca Warriors			Melee Irregulars	Fire & Charge	Combat Shy (-1)	2**	6	4
Tribal	Average	AFP	-					
Loose	Unprotected	Javelins	-					

Chimor Warriors				Melee Irregulars				
Tribal	Average	-	-		Combat Shy (-1)	0	3	2
Loose	Unprotected	-	-					
Cañari Warriors				Solid Irregulars				
Tribal	Average	-	Stave or Spear	Shove		0	2	4
Loose	Unprotected	-	Stave or Spear					
Chimu Warriors				Melee Irregulars				
Tribal	Average	AFP	-		Combat Shy (-1)	0	3	4
Loose	Unprotected	Sling	-					
Canari Warriors				Melee Irregulars				
Tribal	Average	CFP	-	Spirited Charge	Combat Shy (-1)	0	3	4
Loose	Unprotected	Javelins	-					
Collas Warriors				Melee Irregulars				
Tribal	Average	-	-		Combat Shy (-1)	0	3***	2
Loose	Unprotected	-	-					
Collas Slingers				Skirmishers				
Tribal	Average	AFP	-	Combat Shy	Pathfinder (1)	0	3***	2
L/O	Unprotected	Sling	-					
Spanish Allies (after 1533)								
Spanish Colonist Cavalry				Horse				
Formed	Average	-	Charging Lancer	Spirited Charge		0	1	4
Loose	Protected	-	Swordsmen					
Spanish Conquistadors				Bande				
Drilled	Superior	HFP	-	Shock		0	1	10
C/L/O	Armoured	Arquebus	Expert Swordsmen				2	
Spanish Colonist Militia Foot				Melee Foot				
Formed	Average	-	-				2	4
C/L	Protected	-	Swordsmen					
Spanish Colonist Militia Arquebusiers and Crossbowmen				Skirmishers				
Formed	Average	HFP	-			0	2	5
L/O	Protected	Arquebus	-					
Spanish Guns				Battery				
Formed	Average	HFP	-			0	1	5
Loose	Unprotected	Light Gun	-					
Notes								

Inspirational Icon is not mandatory. Inspirational Icon can only be taken if the Sacred Litter with a protectorate (with Personal Bodyguard) is also taken.

Inspirational Icon is with the Army Commander.

* Minimum applies if any Bracamoro Bowmen are used

** Minimum applies if any Subject Tribes are used

*** The number of Colla Slingers taken may not exceed the number of Colla Warriors

Subject tribesmen may be incorporated into an Incan command, or be placed in a separate internal allied contingent of a specific tribe (Collas, Cunti, Chimu, Chimur or Canarii). If in an allied contingent, the maximum number of bases is doubled.

Allies

Up to 2 Subject Tribe Allies

Note - Subject Tribes Allies can only command troops marked as such

Historical Introduction (Wikipedia - CC-BY-SA)

The Inca civilization arose from the highlands of Peru sometime in the early 13th century. Under the leadership of Manco Cápac, the Inca formed the small city-state Kingdom of Cusco. In 1438, they began a far-reaching expansion under the command of Sapa Inca (paramount leader) Pachacuti-Cusi Yupanqui. He conquered the Chankas. Traditionally the son of the Inca ruler led the army. Pachacuti's son Túpac Inca Yupanqui began conquests to the north in 1463 and continued them as Inca ruler after Pachacuti's death in 1471. Túpac Inca's most important conquest was the Canari Kingdom of Chimor, the Inca's only serious rival for the Peruvian coast. Túpac Inca's empire stretched north into modern-day Ecuador and Colombia but to the south was stopped by the Mapuche.

Spanish conquistadors led by Francisco Pizarro reached Inca territory by 1526. After another expedition in 1529 Pizarro travelled to Spain and received royal approval to conquer the region and be its viceroy. When they returned to Peru in 1532, a war of brothers between the sons of Huayna Capac, Huáscar and Atahualpa, the spread of smallpox and unrest among newly conquered territories weakened the empire. Through bluff and deception the Spanish captured Atahualpa and the Inca Empire. Atahualpa's brother Manco Inca Yupanqui was installed by the Spanish while they suppressed resistance in the north. Manco Inca then retreated to the mountains of Vilcabamba and established the small Neo-Inca State, where he and his successors ruled for another 36 years until Túpac Amaru, Manco's son, was captured and executed in 1572.

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Caribbean Archipelago

Keynote

Indigenous island peoples of the Caribbean.

Dates

1494-1721

Generals

Any Tribal (0-3)

Home Terrain

Jungle

Army Trait

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

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Taíno only								
Best Taíno Warriors			Melee Irregulars	Fire & Charge, Spirited Charge		0	4	6
Tribal	Superior	AFP	-					
Loose	Unprotected	Javelins	-					
Best Taíno Warriors with Macana			Melee Irregulars	Fire & Charge, Spirited Charge		4	8	7
Tribal	Superior	AFP	-					
Loose	Unprotected	Javelins	Stave or Spear					
Taíno Warriors			Melee Irregulars	Fire & Charge	Spirited Charge (1)	4	8	4
Tribal	Average	AFP	-					
Loose	Unprotected	Javelins	-					
Taíno Warriors with Macana			Melee Irregulars	Fire & Charge	Spirited Charge (1)	4	8	5
Tribal	Average	AFP	-					
Loose	Unprotected	Javelins	Stave or Spear					
Taíno Skirmishers			Missile Irregulars		Independent (1), Pathfinder (1)	0	6	3
Tribal	Average	AFP	-					
L/O	Unprotected	Javelins	-					
Specialist Skirmishers including those with 'stinkpot' missiles			Skirmishers	Combat Shy	Independent (1)	0	2	2
Tribal	Average	HFP	-					
L/O	Unprotected	Javelins	-					
Kalinago only								
Best Kalinago Warriors			Melee Irregulars	Spirited Charge, Impetuous		0	4	6
Tribal	Superior	CFP	Impact Weapon					
Loose	Unprotected	Bow	-					
Kalinago Warriors			Melee Irregulars	Spirited Charge, Impetuous		4	8	5
Tribal	Average	CFP	Impact Weapon					
Loose	Unprotected	Bow	-					
Specialist Skirmishers including those poisoned weapons			Skirmishers	Combat Shy	Independent (1), Pathfinder (1)	0	2	3
Tribal	Average	HFP	-					
L/O	Unprotected	Bow	-					
Kalinago Raiders			Melee Foot	Fire & Charge	Independent (1), Spirited Charge (1)	0	2	3
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Kalinago Skirmishers			Missile Irregulars		Independent (1), Pathfinder (1)	0	4	3
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					

Notes

An army must be defined as one of the following -

- Taíno
- Kalinago

Taíno included displaced (Island) Arawaks and Igneri.

Kalinago are Island Carib, who may be related to the Kalina (Mainland Caribs)

The Kalinago are more warlike than the Taíno

While there is no evidence that the Kalinago are cannibalistic, a record from 1658 does state 'French people are delicious'

(Best) Warrior TUGs armed with Macanas cannot outnumber those without.

Allies

Caribbean Archipelago (up to 3 contingents of the same type)

Kalinago (Caribbean Archipelago) - Only Taíno

Taíno (Caribbean Archipelago) - Only Kalinago

Habsburg Spain (Conquest of South America) - Only Taíno - after 1520

Historical Introduction (Wikipedia - CC-BY-SA)

The Arawak maintained large agricultural societies built on cassava cultivation and fishing, organised under regional chiefs known as caciques. Their relative peace and prosperity, however, made them targets for the Kalinago, who frequently raided Arawak settlements from their southern island strongholds. The Kalinago, renowned for their seafaring skill and warrior culture, used swift canoes to conduct surprise attacks—capturing goods, captives, and asserting their control over key trade routes.

When European explorers arrived after 1492, these pre-existing rivalries shaped early encounters. The Spanish, encountering the more settled and open Arawak first, portrayed them as peaceful and submissive, while depicting the Kalinago as fierce and “savage” due to their resistance and raids on European ships. The Igneri, by then culturally assimilated into both groups, played a smaller role but contributed to the evolving mix of traditions across the islands.

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Amazon-Orinoco Colombia

Keynote

Indigenous tribes including the Yanomami, Warao, Piaroa, Ye'kuana, Guayupe and Sae

Dates

1494-1580

Generals

Any Tribal (0-3)

Home Terrain

Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Ambushers!, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Best Tribal Warriors with Spear			Solid Irregulars					
Tribal	Superior	-	Stave or Spear	Shock	Pavise (1)	0	4	6
Loose	Unprotected	-	Stave or Spear					
Tribal Warriors with Spear			Solid Irregulars					
Tribal	Average	-	Stave or Spear	Shove	Pavise (0)	3	15	4
Loose	Unprotected	-	Stave or Spear					
Melee Specialist Tribal Warriors			Melee Irregulars					
Tribal	Average	AFP	Impact Weapon	Fire & Charge		0	3	6
Loose	Unprotected	Javelins	Swordsmen					
Tribal Skirmishers with Bow			Missile Irregulars					
Tribal	Average	AFP	-	Combat Shy (-1)		0	6	3
L/O	Unprotected	Bow	-					
Tribal Skirmishers			Missile Irregulars					
Tribal	Average	AFP	-	Combat Shy (-1)		2	10	3
L/O	Unprotected	Javelins	-					
Specialist Ambushers			Skirmishers					
Tribal	Average	HFP	-	Independent (1), Pathfinder (1)		0	2	3
L/O	Unprotected	Bow	-					
Notes								

A command may not have more than one TUG of Best Tribal Warriors with Spear

Allies

Amazon-Orinoco Colombia - compulsory ally - (1 to 3 contingents)

Historical Introduction (Wikipedia - CC-BY-SA)

The main weapon used by the Colombian tribes were spears up to 14 feet long. Other weapons included clubs, Javs, arrows and slingshots. The Guayupe and Sae used round shields of tapir or manatee hide. The Achagua used shields woven from cane.

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Hill Tribes of Colombia

Keynote	Warlike Andaquí, Mogue, Páez, Pijao, and Pubén peoples across the Spanish route between Quito and Bogotá
Dates	1494-1580
Generals	Any Tribal (0-3)
Home Terrain	Mountains, Jungle
Army Trait	Domiciled, Vital Settlement, Great Men, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Best Tribal Warriors with Pike			Solid Irregulars	Shock		0	4	6
Tribal	Superior	-	Stave or Spear					
Loose	Unprotected	-	Stave or Spear					
Tribal Warriors with Pike			Solid Irregulars	Shock		3	15	5
Tribal	Average	-	Stave or Spear					
Loose	Unprotected	-	Stave or Spear					
Melee Specialist Tribal Warriors			Melee Irregulars	Fire & Charge		0	3	6
Tribal	Average	AFP	Impact Weapon					
Loose	Unprotected	Javelins	Swordsmen					
Tribal Skirmishers with Bow			Missile Irregulars	Combat Shy (-1)		0	6	3
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Tribal Skirmishers			Missile Irregulars	Combat Shy (-1)		1	10	3
Tribal	Average	AFP	-					
L/O	Unprotected	Javelins	-					
Specialist Ambushers			Skirmishers	Independent (1), Pathfinder (1)		0	2	3
Tribal	Average	HFP	-					
L/O	Unprotected	Bow	-					

Notes

A command may not have more than one TUG of Best Tribal Warriors with Pike

Allies

Hill Tribes of Colombia - (up to 3 contingents)

Historical Introduction (Wikipedia - CC-BY-SA)

The Paez were a tribe who were enemies of the Muisca confederation and fought the Spanish. According to the Spanish, the Paez were armed with spears up to 28 feet in length made from the wood of the Chonta palm. Shields were of jaguar, puma and bear skins.

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Cañari (Ecuador)

Keynote

Resistance against the Inca Empire, until conquest by the Spanish

Dates

1494-1533

Generals

Any Tribal (0-3)

Home Terrain

Mountains, Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Elite Cañari Warriors			Solid Irregulars	Shock		0	4	6
Tribal	Superior	-	Stave or Spear					
Loose	Unprotected	-	Stave or Spear					
Cañari Warriors			Solid Irregulars	Shove		4	15	4
Tribal	Average	-	Stave or Spear					
Loose	Unprotected	-	Stave or Spear					
Melee Specialist Tribal Warriors			Melee Irregulars	Fire & Charge		0	3	6
Tribal	Average	AFP	Impact Weapon					
Loose	Unprotected	Javelins	Swordsmen					
Tribal Skirmishers with Bow			Missile Irregulars	Combat Shy (-1)		0	6	3
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Tribal Skirmishers			Missile Irregulars	Combat Shy (-1)		0	10	3
Tribal	Average	AFP	-					
L/O	Unprotected	Javelins	-					
Notes								

A command may not have more than one TUG of Elite Cañari Warriors

Allies

Cañari (Ecuador) - (up to 3 contingents)

Huascar Inca allies - (Incan Empire and Neo-Inca State) - from 1527 to 1532

Historical Introduction (Wikipedia - CC-BY-SA)

The Cañari are an indigenous ethnic group traditionally inhabiting the territory of the modern provinces of Azuay and Cañar in Ecuador. They are descended from the independent pre-Columbian tribal confederation of the same name. The historic people are particularly noted for their resistance against the Inca Empire. Eventually conquered by the Inca in the early 16th century shortly before the arrival of the Spanish, the Cañari later allied with the Spanish against the Inca.

During the Inca Civil War between the sons of Huayna Capac, the Cañari chose to support Huáscar, despite being positioned in the northern area inherited by the son and heir Atahualpa. Initially, Huáscar's generals Atoc and Hango were successful, defeating Atahualpa's army, capturing many of his soldiers, and seizing the large cities Cajamarca and Tumebamba. Aided by his father's loyal generals, Atahualpa managed to rout the Huáscaran army in the battles of Mullihambato and Chimborazo. This forced the interlopers back to the south. He captured and executed Huascar's generals and executed the Cañari supporters once he reached Tumebamba.

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Keynote

Peoples of the Northern coastal mainland, from the isthmus of Panama to the Orinoco River

Dates

1494-1721

Generals

Any Tribal (0-3)

Home Terrain

Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Militant, Littoral Arrival, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts	
Principal Men & Warrior Elite				Melee Irregulars	Fire & Charge, Spirited Charge	0	4	7	
Tribal	Superior	AFP	-						
Loose	Unprotected	Bow	-						
Principal Men & Warrior Elite with Macana				Melee Irregulars	Fire & Charge, Spirited Charge	0		8	
Tribal	Superior	AFP	-						
Loose	Unprotected	Bow	Stave or Spear						
Coastal Warriors				Melee Irregulars	Fire & Charge	4	8	5	
Tribal	Average	AFP	-						
Loose	Unprotected	Bow	-						
Coastal Warriors with Macana				Melee Irregulars	Fire & Charge	4	8	5	
Tribal	Average	AFP	-						
Loose	Unprotected	Bow	Stave or Spear						
Coastal Skirmishers				Missile Irregulars	Independent (1), Pathfinder (1)	0	4	3	
Tribal	Average	AFP	-						
L/O	Unprotected	Bow	-						
Only Kalina (Coastal Venezuela) - replacing <i>all</i> Foot above.									
Aggressive Coastal Warrior Eilte				Melee Irregulars	Spirited Charge, Impetuous	0	4	6	
Tribal	Superior	CFP	Impact Weapon						
Loose	Unprotected	Bow	-						
Aggressive Coastal Warriors				Melee Irregulars	Spirited Charge, Impetuous	4	8	5	
Tribal	Average	CFP	Impact Weapon						
Loose	Unprotected	Bow	-						
Aggressive Coastal Raiders				Melee Foot	Fire & Charge	Independent (1), Spirited Charge (1)	4	3	
Tribal	Average	AFP	-						
L/O	Unprotected	Bow	-						
Specialist Skirmishers including those poisoned weapons				Skirmishers	Combat Shy	Independent (1), Pathfinder (1)	0	2	3
Tribal	Average	HFP	-						
L/O	Unprotected	Bow	-						
Coastal Skirmishers				Missile Irregulars	Independent (1), Pathfinder (1)	0	4	3	
Tribal	Average	AFP	-						
L/O	Unprotected	Bow	-						
Only between 1530-46 in Coastal Colombia or Coastal Venezuela									
German Adventurers				Bande	Fire & Charge, Shock,	Lead the Assault (0)	0	1	11
Drilled	Superior	HFP	Stave or Spear						
C/L	Protected	Arquebus	Expert Swordsmen						
Spaniards, Portuguese, and enslaved African Auxiliaries				Melee Foot	Shock, Disciplined, Lead the		0	1	6
Formed	Average	CFP	Stave or Spear						
Close	Unprotected	Arquebus	Swordsmen						

Only - Guaymí (Panama) - replacing <u>all</u> Principal Men & Warrior Elite and Coastal Warriors (with Macana)							
Coastal Warrior Elite with Pike				Solid Irregulars			
Tribal	Superior	-	Stave or Spear	Shock		0	4
Loose	Unprotected	-	Stave or Spear				6
Coastal Warriors with Pike				Solid Irregulars			
Tribal	Average	-	Stave or Spear	Shock		4	8
Loose	Unprotected	-	Stave or Spear				5

Notes

Militant is not mandatory, unless any 'Agressive Warriors' are used, when the army must attack when given the option.

An Army must be designated as one of the following Region and Tribe.

- Nicaragua - Nicarao, Chorotega, and Subtiaba
- Costa Rica - Guetar, Voto, and Suerre
- Panama - Cuna, Guaymí, and Chocó
- Coastal Colombia - Cueva, Calamari (or Caramairi), and Tairona
- Coastal Venezuela - Caquetío (Arawak), Kalina

If any German Adventurers are used, they must be led by a German Adventure allied General (Instinctive), who can only command TUGs from that section.

There were regional preferences for the Bow, in the East, and the Javelin (spear-throwers), in the West. But by the 16th Century, Bow had become predominant, which is the classification we prefer.

Macanas do come in a variety of sizes. Those we list specifically are the large variety (up to 1.3M in length)

While the Kalina did seem to use shields, without impediment to archery, it doesn't really justify granting them a protected classification nor large enough to class as a pavise.

Allies

Carribean Mainland (up to 3 contingents of the same Region, but different Tribe)

Carribean Mainland (From a Different Region)

Historical Introduction (Wikipedia - CC-BY-SA)

Indigenous peoples such as the Caribs, Arawak, and various mainland tribes fiercely resisted Spanish conquest. The Caribs, skilled sailors and warriors, waged guerrilla-style warfare from their island and coastal strongholds, launching raids on European settlements and ships. On the mainland, groups like the Tairona and Cumanagoto employed ambushes, terrain familiarity, and alliances to defend their territories. Armed primarily with bows, spears, and poisoned arrows, they inflicted significant casualties despite lacking firearms or steel weapons. In 1528, Emperor Charles V (King of Spain, 1516–1556) granted a licence to conquer and colonise. In February 1529, a German-led expedition of about 780 men—comprising mostly Spaniards, Portuguese, and enslaved Africans—landed in Venezuela. This marked the beginning of a series of harsh and ill-fated treasure-hunting ventures into western Venezuela, conducted between 1529 and 1546. Despite their ambitions, these expeditions achieved little success and were notorious for their brutality. They were successively commanded by Heinrich Ehinger (1529–1533), Nikolaus Federmann (1530–1532, 1538–1539), Georg Hohermut von Speyer (1535–1538), and Philipp von Hutten (1541–1546).

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Shuar (Ecuador and Peru)

Keynote

Between the upper mountains of the Andes, and in the tropical rainforests and savannas of the Amazonian lowlands, in Ecuador.

Dates

1494-1599

Generals

Any Tribal (0-4)

Home Terrain

Mountains, Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Fiercest Kakáram			Melee Irregulars	Spirited Charge, Impetuous		0	6	5
Tribal	Superior	-	Impact Weapon					
Loose	Unprotected	-	Swordsmen					
Kakáram			Melee Irregulars	Spirited Charge, Impetuous		4	10	4
Tribal	Average	-	Impact Weapon					
Loose	Unprotected	-	-					
Guerilla Warriors			Skirmishers	Pathfinder	Independent (1), Combat Shy (-1)	0	6	4
Tribal	Superior	AFP	-					
L/O	Unprotected	Javelins	Swordsmen					
Archers			Skirmishers	Combat Shy	Pathfinder (1)	0	4	2
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Notes								

Fiercest Kakáram TUGs must not outnumber Kakáram TUGs

Allies

Shuar (Ecuador and Peru) - (up to 3 contingents)

Cañari (Ecuador) - 1527 only

Historical Introduction (Wikipedia - CC-BY-SA)

The Shuar are included here as opponents for the Inca and Canari. The start date is arbitrary, as no-one knows when the Shuar came into being. The dates here are for the conflict with Huayna Capac and his Inca penetration at the Chinchipe River basin. The Shuar defeated the Inca in 1527 causing them to retreat from Shuar territory. The Shuar also fought the Canari and ejected them from the Loja province.

The Shuar came into conflict with the Spanish in 1540. Pizarros expedition accomished little during this time, and were more likely precoccupied with the Guerras Civiles. A second expedition in 1557 under Juan de Salinas Loyola was more successful and the Shuar lands were annexed to the Spanish Crown. Two settlements were founded Valladolid and Loloya in Shuar lands, but did not attract new settlers. The Spaniards noted about Shaur behaviour about their reluctance to be Christianised and unrest for independence. In 1599 the Shuar destroyed several Spanish settlements. The documented scale of the attack is contested, but the outcome was that the Spanish left these settlements by the end of the 16th Century.

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Habsburg Spain (Conquest of South America)

Keynote

Arrival of Pizarro and Spanish viceregal rule.

Dates

1529-1555

Generals

Any Professional (0-4)

Home Terrain

Mountains, Waterside, Jungle

Army Trait

Great Men, Vital Settlement, Western Colonialists, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts		
Fresh Spanish Cavalry				Horse	Spirited Charge	0	1	4	7	
Formed	Superior	-	Charging Lancer							
Loose	Armoured	-	Expert Swordsmen							
Spanish Colonist Cavalry				Horse	Spirited Charge					
Formed	Average	-	Charging Lancer							
Loose	Protected	-	Swordsmen							
Up to, and including, 1549										
Fresh Spanish Sword & Bucklermen (Rodeleros)				Melee Foot	Shock	1	1		7	
Drilled	Superior	-	-							
Loose	Armoured	-	Expert Swordsmen							
Colonial Spanish Foot				Melee Foot	Shock					
Formed	Superior	-	-							
C/L	Armoured	-	Expert Swordsmen							
Spanish Conquistadors				Bande	Shock	3	3	7		
Drilled	Superior	HFP	-							
C/L/O	Armoured	Arquebus	Expert Swordsmen							
Spanish Colonist Militia Foot				Melee Foot			2	5	4	
Formed	Average	-	-							
C/L	Protected	-	Swordsmen							
Spanish Colonist Militia Arquebusiers and Crossbowmen				Skirmishers		3		5		
Formed	Average	HFP	-							
L/O	Protected	Arquebus	-							
After 1550 replace all foot as										
Colonist Makeshift Tercio				Pike & Shot	Disciplined		1	5	7	
Formed	Average	AFP	-							
Close	Protected	Arquebus	-							
Colonist Makeshift Militia Tercio				Pike & Shot		2		5	5	
Formed	Average	AFP	-							
Close	Unprotected	Arquebus	-							

Tribal Minimums only apply if any Tribal troops are used									
Auxiliary Warriors				Melee Irregulars		Fire & Charge (0), Combat Shy (-1)	3	10	4
Tribal	Average	AFP	-						
Loose	Unprotected	Sling	-						
Auxiliary Warriors with Bow				Missile Irregulars		Combat Shy (-1)	2	10	3
Tribal	Average	AFP	-						
L/O	Unprotected	Bow	-						
Archers				Skirmishers		Combat Shy Pathfinder (1)	0	4	2
Tribal	Average	AFP	-						
L/O	Unprotected	Bow	-						
Slingers				Skirmishers		Combat Shy Pathfinder (1)	0	3	2
Tribal	Average	AFP	-						
L/O	Unprotected	Sling	-						
Light Guns				Battery		Hasty Defences (1)	0	1	3
Formed	Average	AFP	-						
Loose	Unprotected	Light Gun	-						
Notes									

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

In December 1532, a party of conquistadors led by Francisco Pizarro defeated and captured the Inca Emperor Atahualpa in the Battle of Cajamarca. The Spanish conquest of Peru was one of the most important campaigns in the Spanish colonization of the Americas. After years of preliminary exploration and military conflicts, it was the first step in a long campaign that took decades of fighting but ended in Spanish victory and colonization of the region known as the Viceroyalty of Peru with its capital at Lima, which became known as "The City of Kings". The conquest of Peru led to spin-off campaigns throughout the viceroyalty as well as expeditions towards the Amazon Basin as in the case of Spanish efforts to quell Amerindian resistance. The last Inca resistance was suppressed when the Spaniards annihilated the Neo-Inca State in Vilcabamba in 1572.

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Huilliche-Mapuche (Chile)

Keynote

Indigenous peoples in the land between Bueno River and Reloncaví Sound

Dates

1536-1721

Generals

Any Tribal (0-3)

Home Terrain

Mountains, Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<i>Tribal Warriors with Spanish Armour and Longquilquil</i>			<i>Melee Foot</i>					
Tribal	Average	AFP	-	Shock	Fire & Charge (0)	0	2	5
Loose	Protected	Bow	Stave or Spear				6	
<i>Tribal Warriors with Longquilquil</i>			<i>Melee Irregulars</i>					
Tribal	Average	AFP	-		Fire & Charge (0), Shock (1)	1	6	5
Loose	Unprotected	Bow	Stave or Spear					
<i>Tribal Warriors with Spear</i>			<i>Solid Irregulars</i>					
Tribal	Average	-	Stave or Spear	Shove		3	15	4
Loose	Unprotected	-	Stave or Spear					
<i>Tribal Warriors in mixed formations</i>			<i>Solid Irregulars</i>					
Tribal	Average	AFP	Stave or Spear					6
C/L	Unprotected	Bow	Stave or Spear					
<i>Guerilla Warriors</i>			<i>Skirmishers</i>					
Tribal	Superior	AFP	-	Pathfinder	Independent (1), Combat Shy (-1)	0	6	4
L/O	Unprotected	Bow	-					
<i>Guerilla Warriors with Firearms</i>			<i>Skirmishers</i>					
Tribal	Average	HFP	-	Pathfinder	Independent (1), Combat Shy (-1)	0	1	5
L/O	Unprotected	Arquebus	-					
<i>Tribal Skirmishers with Bow</i>			<i>Missile Irregulars</i>					
Tribal	Average	AFP	-		Combat Shy (-1)	0	4	3
L/O	Unprotected	Bow	-					
<i>Not Cuncos, Chonos or Poyas tribes</i>								
<i>Tribal Cavalry</i>			<i>Horse</i>					
Formed	Average	-	Light Lance			0	4	2
Loose	Unprotected	-	-					

Notes

(Best) Warriors with Spanish Armour and Longquilquil must not outnumber Tribal Warriors with Longquilquil

Allies

Cuncos, Chonos or Poyas tribes - (Huilliche-Mapuche (Chile)) - (up to 3 contingents)

Northern Mapuche (Chile)

Kingdom of Portugal (Colonial Empire)

Historical Introduction (Wikipedia - CC-BY-SA)

The Southern Mapuche tribes were known as the Huilliches. In 1550 Pedro de Valdivia pressed southward and founded Concepción at the mouth of the Biobío River. In 1553 he and his followers were defeated by the Mapuche under Lautaro. Another chief, Caupolicán, continued the fight until his capture by treachery and subsequent execution by the Spaniards in 1558.

For the next forty years the Mapuche resisted the Spanish, besieging the Spanish settlements. In 1598 a party of warriors led by Pelantaro, who were returning south from a raid, ambushed governor Martín García Óñez de Loyola and 50 troops, killing all but a priest and one soldier. This Disaster at Curalaba marked the end of the "Conquista" period in Chile's history. The news triggered a general revolt that destroyed many Spanish towns. Spain never again attempted to retake those territories.

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Points Version 2025.1 - 1st Jan 2025 updated

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Muisca Confederation (Andean Colombia, Venezuela & Ecuador)

Keynote *Muisca chiefdoms in the Eastern Andean highlands, before the Spanish conquest of South America*

Dates 1470-1542

Generals Any Instinctive or Tribal (0-3)

Home Terrain Mountains

Army Trait Domiciled, Great Men, Fortified Camp, Mobile Camp, Inspirational Icon, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts		
Sacred Litter with protectorate				Melee Foot		Personal Bodyguard (0)	0	1	4	
Tribal	Exceptional	-	-							
Loose	Unprotected	-	Swordsmen							
Elite guecha warriors				Melee Irregulars		Fire & Charge	Pavise (1)	0	3	8
Formed	Superior	AFP	Impact Weapon							
Loose	Unprotected	Sling	Swordsmen							
Elite guecha warriors with spear-throwers				Melee Irregulars		Fire & Charge	Pavise (1)	0	3	8
Formed	Superior	HFP	Impact Weapon							
Loose	Unprotected	Javelins	Swordsmen							
Guecha warriors				Melee Irregulars		Fire & Charge	Pavise (0)	2	10	6
Tribal	Average	AFP	Impact Weapon							
Loose	Unprotected	Sling	Swordsmen							
Guecha warriors with spear-throwers				Melee Irregulars		Fire & Charge	Pavise (0)	2	10	6
Tribal	Average	HFP	Impact Weapon							
Loose	Unprotected	Javelins	Swordsmen							
Panches and Colimas slaves				Melee Irregulars		Fire & Charge		2	6	4
Tribal	Poor	AFP	Impact Weapon							
Loose	Unprotected	Sling	-							
Tribal Skirmishers with Bow				Missile Irregulars		Combat Shy (-1)	2	15	3	
Tribal	Average	AFP	-							
L/O	Unprotected	Bow	-							
Tribal Skirmishers				Missile Irregulars		Combat Shy (-1)	2	15	3	
Tribal	Average	AFP	-							
L/O	Unprotected	Javelins	-							
Spanish Adventurers										
Spanish Conquistadors				Bande		Shock	0	1	10	
Drilled	Superior	HFP	-							
C/L/O	Armoured	Arquebus	Expert Swordsmen							

Notes

Inspirational Icon is not mandatory. Inspirational Icon can only be taken if the Sacred Litter with a protectorate (with Personal Bodyguard) is also taken. The Inspirational Icon is with the Army Commander. Fortified or Mobile Camp are not mandatory, and only one may be taken.

Any TUG can take Hasty Defences (1)

If any Spanish Adventurers are used, they must be led by a Spanish Adventurer allied General (Instinctive), who can only command TUGs from that section.

Elite Guecha warriors must not outnumber Guecha warriors.

(Elite) Guecha warriors must all be equipped with Pavise or none, not a mix. Allied (Elite) Guecha warriors can be equipped conversely (as a different tribe)

(Elite) Guecha warriors equipped with Javelin must not outnumber those armed with Sling.

The Muisca and Cauca valley tribes were known for hurling cane darts, up to 2m long, with "great skill" and "great force"

Allies

Muisca Confederation (Andean Colombia, Venezuela & Ecuador) - (up to 3 contingents)

Habsburg Spain (Conquest of South America) - 1538 only (Battle of Tocarema)

Historical Introduction (Wikipedia - CC-BY-SA)

The Muisca, a Chibcha speaking people occupied the central part of present-day Columbia, the Eastern Ranges of the Colombian Andes. They were organized in a confederation that was a loose union of states. The central authorities of the south and north were called the zipa and zaque respectively. In 1470 zipa Saguamanchica conquered the Sutagao at the battle of Pasca. He apparently led an army of 30,000 warriors. In 1490 he led another army against the zaque Michuá who reportedly had an army of 60,000 warriors. His army won the battle, but both leaders were killed. The Spanish conquistadors entered Muisca territory in 1537. In 1538 a new settlement Santafé de Bogotá was founded as the capital of the New Kingdom of Granada. The Spanish allied with zipa Sagipa and fought the Panche with only 50 Spanish soldiers and 12,000 to 20,000 guecha warriors in the Battle of Tocarema on August 20, 1538

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Muzo or Panche (Andean Colombia)

Keynote

Cannibalistic tribes who inhabited the western slopes of the eastern Colombian Andes.

Dates

1470-1580

Generals

Any Tribal (0-3)

Home Terrain

Mountains, Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Inspirational Icon, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Sacred Litter with protectorate			Melee Foot					
Tribal	Exceptional	-	-		Personal Bodyguard (0)	0	1	4
Loose	Unprotected	-	Swordsmen					
Panche Warriors			Melee Irregulars					
Tribal	Average	AFP	Impact Weapon	Fire & Charge		0	4	5
Loose	Unprotected	Sling	-					
Best Tribal Warriors with Bow			Missile Irregulars					
Tribal	Average	HFP	-			0	4	4
Loose	Unprotected	Bow	-					
Tribal Skirmishers with Bow			Missile Irregulars					
Tribal	Average	AFP	-		Combat Shy (-1)	5	25	3
L/O	Unprotected	Bow	-					
Guerilla Warriors			Skirmishers					
Tribal	Superior	AFP	-	Pathfinder	Independent (1), Combat Shy (-1)	0	2	4
L/O	Unprotected	Bow	-					
Specialist Ambushers			Skirmishers					
Tribal	Average	HFP	-		Independent (1), Pathfinder (1)	0	2	3
L/O	Unprotected	Bow	-					
Notes								

Inspirational Icon is not mandatory. Inspirational Icon can only be taken if the Sacred Litter with a protectorate (with Personal Bodyguard) is also taken. Inspirational Icon is with the Army Commander.

Vital Settlement is not mandatory. Only one of Inspirational Icon or Vital Settlement can be taken.

A command may not have more than one TUG of Best Tribal Warriors with Bow.

Spanish chroniclers as belligerent and "cruel" or "murderers". Known for cranial deformation

Allies

Muzo or Panche (Andean Colombia) - (up to 3 contingents)

Historical Introduction (Wikipedia - CC-BY-SA)

This list covers tribes of the Magdalena valley. The Panche appear to have pre-dated the invasions of Columbia that took place around 1000 CE. The Spanish allied with the Muisca zipa Sagipa to fight the Panche with only 50 Spanish soldiers and 12,000 to 20,000 guecha warriors in the Battle of Tocarema on August 20, 1538. The Panche then seem to have been quickly suppressed.

The Muzo seem to have arrived with other invaders around 1000 CE. A first attempt to suppress the Muzo by the Luis Lanchero, in 1539 failed. When Pedro de Ursúa founded the city of Tudela close to the Muzo territories in 1552, the Muzo people attacked and razed the newly founded settlement. Another expedition by Luis Lanchero, in 1559 or 1560 succeeded in subjugating the Muzo and Santísima Trinidad de los Muzos was founded on the remains of the earlier settlement.

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Northern Mapuche (Chile)

Keynote

Promaucae and Picunche tribes of Chile

Dates

1494-1580

Generals

Any Tribal (0-3)

Home Terrain

Mountains, Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<i>Best Warriors with Spanish Armour and Longquilquil</i>			<i>Melee Foot</i>	Shock	Fire & Charge (0)	0	1	6
Tribal	Superior	AFP	-					
Loose	Protected	Bow	Stave or Spear	Shock	Fire & Charge (0)	1	3	6
<i>Tribal Warriors with Spanish Armour and Longquilquil</i>			<i>Melee Foot</i>					
Tribal	Average	AFP	-					
Loose	Protected	Bow	Stave or Spear					
<i>Tribal Warriors with Longquilquil</i>			<i>Melee Irregulars</i>		Fire & Charge (0), Shock (1)	1	6	5
Tribal	Average	AFP	-					
Loose	Unprotected	Bow	Stave or Spear					
<i>Tribal Warriors with Bow</i>			<i>Missile Irregulars</i>					
Tribal	Average	AFP	-		Combat Shy (-1)	3	15	3
Loose	Unprotected	Bow	-					
<i>Guerilla Warriors</i>			<i>Skirmishers</i>					
Tribal	Superior	AFP	-					
L/O	Unprotected	Bow	-	Pathfinder	Independent (1), Combat Shy (-1)	0	6	4
<i>Tribal Skirmishers with Bow</i>			<i>Missile Irregulars</i>					
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
<i>Tribal Skirmishers</i>			<i>Missile Irregulars</i>		Combat Shy (-1)	0	6	3
Tribal	Average	AFP	-					
L/O	Unprotected	Javelins	-					

Notes

(Best) Warriors with Spanish Armour and Longquilquil must not outnumber Tribal Warriors with Longquilquil

Allies

Northern Mapuche (Chile) - (up to 3 contingents)

Huilliche-Mapuche (Chile)

Historical Introduction (Wikipedia - CC-BY-SA)

The Mapuche occupied what is today central Chile. The northern Mapuche were known as the Picunche. As the Incas expanded southwards they encountered the Pucunche people, the northern branch of the Mapuche people. In a six-year campaign with an army that eventually rose to 50,000 men, the Inca general Sinchiruca had subdued the regions to the north. The Picunche resisted the Incas and were joined by allies to the south, the Antalli, Pincu and Cauqui in opposing the invaders. This alliance was called Purumauca, the Incan term for "savage enemy" which the Spanish later changed into Promaucaes.

A three-day battle was fought at the Maule river without either side gaining an advantage. Three further days were spent by both sides in their fortified camps before the Purumauca retired on the seventh day and returned home claiming victory. The Spanish entered Chile from Peru and in 1541 Pedro de Valdivia founded Santiago. The northern Mapuche tribes fought against Spanish conquest but little is known about their resistance.

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Tupi Peoples of Brazil

Keynote

Cannibalistic peoples indigenous to Brazil before colonisation

Dates

1494-1721

Generals

Any Tribal (0-3)

Home Terrain

Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Fiercest Tupi Warriors				Melee Irregulars	Spirited Charge, Impetuous	0	6	7
Tribal	Superior	CFP	Impact Weapon					
Loose	Unprotected	Bow	Swordsmen					
Tupi Warriors				Melee Irregulars	Spirited Charge, Impetuous	3	15	5
Tribal	Average	CFP	Impact Weapon					
Loose	Unprotected	Bow	Swordsmen					
Tribal Skirmishers with Bow				Missile Irregulars	Combat Shy (-1)	1		3
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Specialist Ambushers				Skirmishers	Independent (1), Pathfinder (1)	0	2	3
Tribal	Average	HFP	-					
L/O	Unprotected	Bow	-					
Guerilla Warriors				Skirmishers	Pathfinder Independent (1), Combat Shy (-1)	0	2	4
Tribal	Superior	AFP	-					
L/O	Unprotected	Bow	-					
Only between 1530 and 1649								
Guerilla Warriors with Firearms				Skirmishers	Pathfinder Independent (1), Combat Shy (-1)	0	1	5
Tribal	Average	HFP	-					
L/O	Unprotected	Arquebus	-					
Only between 1540 and 1649								
Native 'Frenchmen'				Skirmishers		0	2	4
Formed	Average	AFP	-					
L/O	Unprotected	Arquebus	Swordsmen					
Only after 1650								
Skirmishers with Musket				Skirmishers		0	2	4
Formed	Average	AFP	-					
L/O	Unprotected	Matchlock Musket	-					
Notes								

Notes

Fiercest Tupi Warriors TUGs must not outnumber Tupi Warrior TUGs

Guerilla Warriors with Firearms can only be used after 1530

Allies

Tupi Peoples of Brazil - (up to 3 contingents)

Kingdom of Portugal (Colonial Empire)

Gé Peoples of Brazil

Historical Introduction (Wikipedia - CC-BY-SA)

Tupi tribes included the Tupinambá, Tupinikin, Tobayara, Potiguar and Tupina. The primary motive for Tupi aggression was not to capture territory but to capture prisoners for ritual slaughter and eating. This in turn led to bloody cycles of vendettas. They originated to the south, probably in the Paraguay basin. As they moved north they displaced the Gé-speaking nations and fragmented into a score of tribes.

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Gé Peoples of Brazil

Keynote

Inhabitants of southern Brazil and part of northern Paraguay.

Dates

1494-1721

Generals

Any Tribal (0-4)

Home Terrain

Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Ambushers!, Reduced Scale

Training	Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts
Order	Protection	Weapon	Melee					
Best Tribal Warriors with Bow			Missile Irregulars					
Tribal	Average	HFP	-			0	4	4
Loose	Unprotected	Bow	-					
Tribal Skirmishers with Bow			Missile Irregulars					
Tribal	Average	AFP	-		Combat Shy (-1)	5	25	3
L/O	Unprotected	Bow	-					
Guerilla Warriors			Skirmishers					
Tribal	Superior	AFP	-	Pathfinder	Independent (1), Combat Shy (-1)	0	6	4
L/O	Unprotected	Bow	-					
Specialist Ambushers			Skirmishers					
Tribal	Average	HFP	-		Independent (1), Pathfinder (1)	0	3	3
L/O	Unprotected	Bow	-					
Expedition of Aleixo Garcia only 1522-1525 - Raiding the Incas								
Spanish Conquistadors			Bande					
Drilled	Superior	HFP	-	Shock		0	1	10
C/L/O	Armoured	Arquebus	Expert Swordsmen					
Notes								

A command may not have more than one TUG of Best Tribal Warriors with Bow.

Allies

Gé Peoples of Brazil - (up to 3 contingents)

Tupi Peoples of Brazil

Historical Introduction (Wikipedia - CC-BY-SA)

Gé-speaking nations included the Waitacá, Aimoré, Coroado, Puri and Cariri (or Tacaniju). They probably inhabited the Atlantic coast before being evicted by the Tupi. The Gé-speaking people then occupied the open plateau and scrublands of central and eastern Brazil and tended to avoid forested areas. The Waitacá were based at the swampy mouth of the (southern) Paraíba river (between the São Tomé and Espírito Santo captaincies) and near the Lagos Feia ('Ugly Lagoon') on the Campos dos Guaitacazes ('Plain of the Waitac'), but may have occupied a larger area. Waitacá is a modern phonetic spelling of the tribe's name; colonists called them Goyataka, Waitacazes or Ouetaçazes. Although continually at war, they survived the Tupi invasions, and survived the Portuguese invasion for 100 years.

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Incan Empire and Neo-Inca State

Keynote

The largest empire in pre-Columbian America until the Neo-Inca state of Vilcabamba.

Dates

1494-1572

Generals

Any (0-4)

Home Terrain

Mountains

Army Trait

Domiciled, Inspiring Leader, Militant, Inspirational Icon, Mobile Camp, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Sacred Litter with protectorate			Melee Foot					
Tribal	Exceptional	-	-	Personal Bodyguard (0)		0	1	4
Loose	Unprotected	-	Swordsmen					
Cusco Imperial Guard			Melee Foot	Fleet of Foot, Shock	Fire & Charge (0), Personal Bodyguard (0)	0	1	7
Drilled	Superior	AFP	Stave or Spear					
Loose	Unprotected	Sling	Stave or Spear					
Huaminca captains and veterans			Melee Foot	Fleet of Foot	Fire & Charge (0)	0	4	7
Drilled	Superior	AFP	Impact Weapon					
Loose	Unprotected	Sling	Expert Swordsmen					
Incan auqua			Melee Irregulars		Fire & Charge (0), Combat Shy (-1)	3	15	6
Drilled	Average	AFP	Impact Weapon					
Loose	Unprotected	Sling	Swordsmen				15	
Auqua swordsmen			Melee Irregulars	Fire & Charge		0	2	8
Drilled	Superior	CFP	Impact Weapon					
Loose	Unprotected	Sling	Swordsmen					
Incan Skirmishers			Missile Irregulars		Combat Shy (-1)	3	15	3
Formed	Average	AFP	-					
L/O	Unprotected	Sling	-					
Neo-Inca state - from 1536-1557 and no Spanish Allies								
Incan Cavalry			Horse			0	2	2
Formed	Average	-	Light Lance					
Loose	Unprotected	-	-					
Captured Guns			Battery		Combat Shy (0)	0	1	2
Tribal	Average	LFP	-					
Loose	Unprotected	Light Gun	-					
Armed Civilians			Melee Irregulars		Combat Shy (-1)	0	1	1
Tribal	Poor	-	-					
Loose	Unprotected	-	-					
Subject Tribes								
Amazonian "Bracamoro" Bowmen			Skirmishers		Combat Shy (-1)	0	1	3
Tribal	Average	HFP	-					
L/O	Unprotected	Bow	-					
Amazonian Bowmen			Missile Irregulars		Combat Shy (-1), Pathfinder (1)	1*	4	3
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Cunti, Chinha or Charca Warriors			Melee Irregulars	Fire & Charge	Combat Shy (-1)	2**	6	4
Tribal	Average	AFP	-					
Loose	Unprotected	Javelins	-					

Chimor Warriors				Melee Irregulars				
Tribal	Average	-	-		Combat Shy (-1)	0	3	2
Loose	Unprotected	-	-					
Cañari Warriors				Solid Irregulars				
Tribal	Average	-	Stave or Spear	Shove		0	2	4
Loose	Unprotected	-	Stave or Spear					
Chimu Warriors				Melee Irregulars				
Tribal	Average	AFP	-		Combat Shy (-1)	0	3	4
Loose	Unprotected	Sling	-					
Canari Warriors				Melee Irregulars				
Tribal	Average	CFP	-	Spirited Charge	Combat Shy (-1)	0	3	4
Loose	Unprotected	Javelins	-					
Collas Warriors				Melee Irregulars				
Tribal	Average	-	-		Combat Shy (-1)	0	3***	2
Loose	Unprotected	-	-					
Collas Slingers				Skirmishers				
Tribal	Average	AFP	-	Combat Shy	Pathfinder (1)	0	3***	2
L/O	Unprotected	Sling	-					
Spanish Allies (after 1533)								
Spanish Colonist Cavalry				Horse				
Formed	Average	-	Charging Lancer	Spirited Charge		0	1	4
Loose	Protected	-	Swordsmen					
Spanish Conquistadors				Bande				
Drilled	Superior	HFP	-	Shock		0	1	10
C/L/O	Armoured	Arquebus	Expert Swordsmen				2	
Spanish Colonist Militia Foot				Melee Foot				
Formed	Average	-	-				2	4
C/L	Protected	-	Swordsmen					
Spanish Colonist Militia Arquebusiers and Crossbowmen				Skirmishers				
Formed	Average	HFP	-			0	2	5
L/O	Protected	Arquebus	-					
Spanish Guns				Battery				
Formed	Average	HFP	-			0	1	5
Loose	Unprotected	Light Gun	-					
Notes								

Inspirational Icon is not mandatory. Inspirational Icon can only be taken if the Sacred Litter with a protectorate (with Personal Bodyguard) is also taken.

Inspirational Icon is with the Army Commander.

* Minimum applies if any Bracamoro Bowmen are used

** Minimum applies if any Subject Tribes are used

*** The number of Colla Slingers taken may not exceed the number of Colla Warriors

Subject tribesmen may be incorporated into an Incan command, or be placed in a separate internal allied contingent of a specific tribe (Collas, Cunti, Chimu, Chimur or Canarii). If in an allied contingent, the maximum number of bases is doubled.

Allies

Up to 2 Subject Tribe Allies

Note - Subject Tribes Allies can only command troops marked as such

Historical Introduction (Wikipedia - CC-BY-SA)

The Inca civilization arose from the highlands of Peru sometime in the early 13th century. Under the leadership of Manco Cápac, the Inca formed the small city-state Kingdom of Cusco. In 1438, they began a far-reaching expansion under the command of Sapa Inca (paramount leader) Pachacuti-Cusi Yupanqui. He conquered the Chankas. Traditionally the son of the Inca ruler led the army. Pachacuti's son Túpac Inca Yupanqui began conquests to the north in 1463 and continued them as Inca ruler after Pachacuti's death in 1471. Túpac Inca's most important conquest was the Canari Kingdom of Chimor, the Inca's only serious rival for the Peruvian coast. Túpac Inca's empire stretched north into modern-day Ecuador and Colombia but to the south was stopped by the Mapuche.

Spanish conquistadors led by Francisco Pizarro reached Inca territory by 1526. After another expedition in 1529 Pizarro travelled to Spain and received royal approval to conquer the region and be its viceroy. When they returned to Peru in 1532, a war of brothers between the sons of Huayna Capac, Huáscar and Atahualpa, the spread of smallpox and unrest among newly conquered territories weakened the empire. Through bluff and deception the Spanish captured Atahualpa and the Inca Empire. Atahualpa's brother Manco Inca Yupanqui was installed by the Spanish while they suppressed resistance in the north. Manco Inca then retreated to the mountains of Vilcabamba and established the small Neo-Inca State, where he and his successors ruled for another 36 years until Túpac Amaru, Manco's son, was captured and executed in 1572.

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Caribbean Archipelago

Keynote

Indigenous island peoples of the Caribbean.

Dates

1494-1721

Generals

Any Tribal (0-3)

Home Terrain

Jungle

Army Trait

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

Training

Quality

Shooting

Charge

Characteristics

Option

Min

Max

Pts

Order

Protection

Weapon

Melee

Taíno only

Best Taíno Warriors

Melee Irregulars

Tribal

Superior

AFP

-

Fire & Charge,
Spirited Charge

Loose

Unprotected

Javelins

-

0

4

6

Best Taíno Warriors with Macana

Melee Irregulars

Tribal

Superior

AFP

-

Fire & Charge,
Spirited Charge

Loose

Unprotected

Javelins

Stave or Spear

7

Taíno Warriors

Melee Irregulars

Tribal

Average

AFP

-

Fire & Charge Spirited Charge (1)

Loose

Unprotected

Javelins

-

4

8

4

Taíno Warriors with Macana

Melee Irregulars

Tribal

Average

AFP

-

Fire & Charge Spirited Charge (1)

Loose

Unprotected

Javelins

Stave or Spear

5

Taíno Skirmishers

Missile Irregulars

Tribal

Average

AFP

-

Independent (1),
Pathfinder (1)

L/O

Unprotected

Javelins

-

0

6

3

Specialist Skirmishers including those with 'stinkpot' missiles

Skirmishers

Tribal

Average

HFP

-

Combat Shy Independent (1)

L/O

Unprotected

Javelins

-

0

2

2

Kalinago only

Best Kalinago Warriors

Melee Irregulars

Tribal

Superior

CFP

Impact Weapon

Spirited Charge,
Impetuous

Loose

Unprotected

Bow

-

0

4

6

Kalinago Warriors

Melee Irregulars

Tribal

Average

CFP

Impact Weapon

Spirited Charge,
Impetuous

Loose

Unprotected

Bow

-

4

8

5

Specialist Skirmishers including those poisoned weapons

Skirmishers

Tribal

Average

HFP

-

Combat Shy Independent (1),
Pathfinder (1)

L/O

Unprotected

Bow

-

0

2

3

Kalinago Raiders

Melee Foot

Tribal

Average

AFP

-

Fire & Charge Independent (1),
Spirited Charge (1)

L/O

Unprotected

Bow

-

0

2

3

Kalinago Skirmishers

Missile Irregulars

Tribal

Average

AFP

-

Independent (1),
Pathfinder (1)

L/O

Unprotected

Bow

-

0

4

3

Notes

An army must be defined as one of the following -

- Taíno
- Kalinago

Taíno included displaced (Island) Arawaks and Igneri.

Kalinago are Island Carib, who may be related to the Kalina (Mainland Caribs)

The Kalinago are more warlike than the Taíno

While there is no evidence that the Kalinago are cannibalistic, a record from 1658 does state 'French people are delicious'

(Best) Warrior TUGs armed with Macanas cannot outnumber those without.

Allies

Caribbean Archipelago (up to 3 contingents of the same type)

Kalinago (Caribbean Archipelago) - Only Taíno

Taíno (Caribbean Archipelago) - Only Kalinago

Habsburg Spain (Conquest of South America) - Only Taíno - after 1520

Historical Introduction (Wikipedia - CC-BY-SA)

The Arawak maintained large agricultural societies built on cassava cultivation and fishing, organised under regional chiefs known as caciques. Their relative peace and prosperity, however, made them targets for the Kalinago, who frequently raided Arawak settlements from their southern island strongholds. The Kalinago, renowned for their seafaring skill and warrior culture, used swift canoes to conduct surprise attacks—capturing goods, captives, and asserting their control over key trade routes.

When European explorers arrived after 1492, these pre-existing rivalries shaped early encounters. The Spanish, encountering the more settled and open Arawak first, portrayed them as peaceful and submissive, while depicting the Kalinago as fierce and “savage” due to their resistance and raids on European ships. The Igneri, by then culturally assimilated into both groups, played a smaller role but contributed to the evolving mix of traditions across the islands.

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Amazon-Orinoco Colombia

Keynote

Indigenous tribes including the Yanomami, Warao, Piaroa, Ye'kuana, Guayupe and Sae

Dates

1494-1580

Generals

Any Tribal (0-3)

Home Terrain

Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Ambushers!, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Best Tribal Warriors with Spear			Solid Irregulars					
Tribal	Superior	-	Stave or Spear	Shock	Pavise (1)	0	4	6
Loose	Unprotected	-	Stave or Spear					
Tribal Warriors with Spear			Solid Irregulars					
Tribal	Average	-	Stave or Spear	Shove	Pavise (0)	3	15	4
Loose	Unprotected	-	Stave or Spear					
Melee Specialist Tribal Warriors			Melee Irregulars					
Tribal	Average	AFP	Impact Weapon	Fire & Charge		0	3	6
Loose	Unprotected	Javelins	Swordsmen					
Tribal Skirmishers with Bow			Missile Irregulars					
Tribal	Average	AFP	-	Combat Shy (-1)		0	6	3
L/O	Unprotected	Bow	-					
Tribal Skirmishers			Missile Irregulars					
Tribal	Average	AFP	-	Combat Shy (-1)		2	10	3
L/O	Unprotected	Javelins	-					
Specialist Ambushers			Skirmishers					
Tribal	Average	HFP	-	Independent (1), Pathfinder (1)		0	2	3
L/O	Unprotected	Bow	-					
Notes								

A command may not have more than one TUG of Best Tribal Warriors with Spear

Allies

Amazon-Orinoco Colombia - compulsory ally - (1 to 3 contingents)

Historical Introduction (Wikipedia - CC-BY-SA)

The main weapon used by the Colombian tribes were spears up to 14 feet long. Other weapons included clubs, Javs, arrows and slingshots. The Guayupe and Sae used round shields of tapir or manatee hide. The Achagua used shields woven from cane.

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Hill Tribes of Colombia

Keynote	Warlike Andaquí, Mogue, Páez, Pijao, and Pubén peoples across the Spanish route between Quito and Bogotá
Dates	1494-1580
Generals	Any Tribal (0-3)
Home Terrain	Mountains, Jungle
Army Trait	Domiciled, Vital Settlement, Great Men, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Best Tribal Warriors with Pike			Solid Irregulars	Shock		0	4	6
Tribal	Superior	-	Stave or Spear					
Loose	Unprotected	-	Stave or Spear	Shock		3	15	5
Tribal Warriors with Pike			Solid Irregulars					
Tribal	Average	-	Stave or Spear	Shock		0	3	6
Loose	Unprotected	-	Stave or Spear					
Melee Specialist Tribal Warriors			Melee Irregulars	Fire & Charge		0	3	6
Tribal	Average	AFP	Impact Weapon					
Loose	Unprotected	Javelins	Swordsmen	Combat Shy (-1)		0	6	3
Tribal Skirmishers with Bow			Missile Irregulars					
Tribal	Average	AFP	-	Combat Shy (-1)		1	10	3
L/O	Unprotected	Bow	-					
Tribal Skirmishers			Missile Irregulars	Independent (1), Pathfinder (1)		0	2	3
Tribal	Average	HFP	-					
L/O	Unprotected	Bow	-	Independent (1), Pathfinder (1)		0	2	3
Specialist Ambushers			Skirmishers					

Notes

A command may not have more than one TUG of Best Tribal Warriors with Pike

Allies

Hill Tribes of Colombia - (up to 3 contingents)

Historical Introduction (Wikipedia - CC-BY-SA)

The Paez were a tribe who were enemies of the Muisca confederation and fought the Spanish. According to the Spanish, the Paez were armed with spears up to 28 feet in length made from the wood of the Chonta palm. Shields were of jaguar, puma and bear skins.

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Cañari (Ecuador)

Keynote

Resistance against the Inca Empire, until conquest by the Spanish

Dates

1494-1533

Generals

Any Tribal (0-3)

Home Terrain

Mountains, Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Elite Cañari Warriors			Solid Irregulars	Shock		0	4	6
Tribal	Superior	-	Stave or Spear					
Loose	Unprotected	-	Stave or Spear					
Cañari Warriors			Solid Irregulars	Shove		4	15	4
Tribal	Average	-	Stave or Spear					
Loose	Unprotected	-	Stave or Spear					
Melee Specialist Tribal Warriors			Melee Irregulars	Fire & Charge		0	3	6
Tribal	Average	AFP	Impact Weapon					
Loose	Unprotected	Javelins	Swordsmen					
Tribal Skirmishers with Bow			Missile Irregulars	Combat Shy (-1)		0	6	3
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Tribal Skirmishers			Missile Irregulars	Combat Shy (-1)		0	10	3
Tribal	Average	AFP	-					
L/O	Unprotected	Javelins	-					
Notes								

A command may not have more than one TUG of Elite Cañari Warriors

Allies

Cañari (Ecuador) - (up to 3 contingents)

Huascar Inca allies - (Incan Empire and Neo-Inca State) - from 1527 to 1532

Historical Introduction (Wikipedia - CC-BY-SA)

The Cañari are an indigenous ethnic group traditionally inhabiting the territory of the modern provinces of Azuay and Cañar in Ecuador. They are descended from the independent pre-Columbian tribal confederation of the same name. The historic people are particularly noted for their resistance against the Inca Empire. Eventually conquered by the Inca in the early 16th century shortly before the arrival of the Spanish, the Cañari later allied with the Spanish against the Inca.

During the Inca Civil War between the sons of Huayna Capac, the Cañari chose to support Huáscar, despite being positioned in the northern area inherited by the son and heir Atahualpa. Initially, Huáscar's generals Atoc and Hango were successful, defeating Atahualpa's army, capturing many of his soldiers, and seizing the large cities Cajamarca and Tumebamba. Aided by his father's loyal generals, Atahualpa managed to rout the Huáscaran army in the battles of Mullihambato and Chimborazo. This forced the interlopers back to the south. He captured and executed Huascar's generals and executed the Cañari supporters once he reached Tumebamba.

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Keynote

Peoples of the Northern coastal mainland, from the isthmus of Panama to the Orinoco River

Dates

1494-1721

Generals

Any Tribal (0-3)

Home Terrain

Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Militant, Littoral Arrival, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Principal Men & Warrior Elite			Melee Irregulars	Fire & Charge, Spirited Charge		0		7
Tribal	Superior	AFP	-				4	
Loose	Unprotected	Bow	-					
Principal Men & Warrior Elite with Macana			Melee Irregulars	Fire & Charge, Spirited Charge		0		8
Tribal	Superior	AFP	-					
Loose	Unprotected	Bow	Stave or Spear					
Coastal Warriors			Melee Irregulars	Fire & Charge			8	5
Tribal	Average	AFP	-					
Loose	Unprotected	Bow	-					
Coastal Warriors with Macana			Melee Irregulars	Fire & Charge			8	5
Tribal	Average	AFP	-					
Loose	Unprotected	Bow	Stave or Spear					
Coastal Skirmishers			Missile Irregulars		Independent (1), Pathfinder (1)	0	4	3
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Only Kalina (Coastal Venezuela) - replacing <u>all</u> Foot above.								
Aggressive Coastal Warrior Elite			Melee Irregulars	Spirited Charge, Impetuous		0	4	6
Tribal	Superior	CFP	Impact Weapon					
Loose	Unprotected	Bow	-					
Aggressive Coastal Warriors			Melee Irregulars	Spirited Charge, Impetuous			8	5
Tribal	Average	CFP	Impact Weapon					
Loose	Unprotected	Bow	-					
Aggressive Coastal Raiders			Melee Foot	Fire & Charge	Independent (1), Spirited Charge (1)		4	3
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Specialist Skirmishers including those poisoned weapons			Skirmishers	Combat Shy	Independent (1), Pathfinder (1)	0	2	3
Tribal	Average	HFP	-					
L/O	Unprotected	Bow	-					
Coastal Skirmishers			Missile Irregulars		Independent (1), Pathfinder (1)	0	4	3
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Only between 1530-46 in Coastal Colombia or Coastal Venezuela								
German Adventurers			Bande	Fire & Charge, Shock,	Lead the Assault (0)	0	1	11
Drilled	Superior	HFP	Stave or Spear					
C/L	Protected	Arquebus	Expert Swordsmen					
Spaniards, Portuguese, and enslaved African Auxiliaries			Melee Foot	Shock, Disciplined,		0	1	6
Formed	Average	CFP	Stave or Spear					
Close	Unprotected	Arquebus	Swordsmen	Lead the				

Only - Guaymí (Panama) - replacing <u>all</u> Principal Men & Warrior Elite and Coastal Warriors (with Macana)							
Coastal Warrior Elite with Pike				Solid Irregulars			
Tribal	Superior	-	Stave or Spear	Shock		0	4
Loose	Unprotected	-	Stave or Spear				6
Coastal Warriors with Pike				Solid Irregulars			
Tribal	Average	-	Stave or Spear	Shock		4	8
Loose	Unprotected	-	Stave or Spear				5

Notes

Militant is not mandatory, unless any 'Agressive Warriors' are used, when the army must attack when given the option.

An Army must be designated as one of the following Region and Tribe.

- Nicaragua - Nicarao, Chorotega, and Subtiaba
- Costa Rica - Guetar, Voto, and Suerre
- Panama - Cuna, Guaymí, and Chocó
- Coastal Colombia - Cueva, Calamari (or Caramairi), and Tairona
- Coastal Venezuela - Caquetío (Arawak), Kalina

If any German Adventurers are used, they must be led by a German Adventure allied General (Instinctive), who can only command TUGs from that section.

There were regional preferences for the Bow, in the East, and the Javelin (spear-throwers), in the West. But by the 16th Century, Bow had become predominant, which is the classification we prefer.

Macanas do come in a variety of sizes. Those we list specifically are the large variety (up to 1.3M in length)

While the Kalina did seem to use shields, without impediment to archery, it doesn't really justify granting them a protected classification nor large enough to class as a pavise.

Allies

Carribean Mainland (up to 3 contingents of the same Region, but different Tribe)

Carribean Mainland (From a Different Region)

Historical Introduction (Wikipedia - CC-BY-SA)

Indigenous peoples such as the Caribs, Arawak, and various mainland tribes fiercely resisted Spanish conquest. The Caribs, skilled sailors and warriors, waged guerrilla-style warfare from their island and coastal strongholds, launching raids on European settlements and ships. On the mainland, groups like the Tairona and Cumanagoto employed ambushes, terrain familiarity, and alliances to defend their territories. Armed primarily with bows, spears, and poisoned arrows, they inflicted significant casualties despite lacking firearms or steel weapons. In 1528, Emperor Charles V (King of Spain, 1516–1556) granted a licence to conquer and colonise. In February 1529, a German-led expedition of about 780 men—comprising mostly Spaniards, Portuguese, and enslaved Africans—landed in Venezuela. This marked the beginning of a series of harsh and ill-fated treasure-hunting ventures into western Venezuela, conducted between 1529 and 1546. Despite their ambitions, these expeditions achieved little success and were notorious for their brutality. They were successively commanded by Heinrich Ehinger (1529–1533), Nikolaus Federmann (1530–1532, 1538–1539), Georg Hohermut von Speyer (1535–1538), and Philipp von Hutten (1541–1546).

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Shuar (Ecuador and Peru)

Keynote

Between the upper mountains of the Andes, and in the tropical rainforests and savannas of the Amazonian lowlands, in Ecuador.

Dates

1494-1599

Generals

Any Tribal (0-4)

Home Terrain

Mountains, Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Fiercest Kakáram			Melee Irregulars	Spirited Charge, Impetuous		0	6	5
Tribal	Superior	-	Impact Weapon					
Loose	Unprotected	-	Swordsmen	Spirited Charge, Impetuous		4	10	4
Kakáram			Melee Irregulars					
Tribal	Average	-	Impact Weapon	Spirited Charge, Impetuous		0	6	4
Loose	Unprotected	-	-					
Guerilla Warriors			Skirmishers	Pathfinder	Independent (1), Combat Shy (-1)	0	6	4
Tribal	Superior	AFP	-					
L/O	Unprotected	Javelins	Swordsmen	Combat Shy	Pathfinder (1)	0	4	2
Archers			Skirmishers					
Tribal	Average	AFP	-	Combat Shy	Pathfinder (1)	0	4	2
L/O	Unprotected	Bow	-					

Notes

Fiercest Kakáram TUGs must not outnumber Kakáram TUGs

Allies

Shuar (Ecuador and Peru) - (up to 3 contingents)

Cañari (Ecuador) - 1527 only

Historical Introduction (Wikipedia - CC-BY-SA)

The Shuar are included here as opponents for the Inca and Canari. The start date is arbitrary, as no-one knows when the Shuar came into being. The dates here are for the conflict with Huayna Capac and his Inca penetration at the Chinchipe River basin. The Shuar defeated the Inca in 1527 causing them to retreat from Shuar territory. The Shuar also fought the Canari and ejected them from the Loja province.

The Shuar came into conflict with the Spanish in 1540. Pizarros expedition accomished little during this time, and were more likely precoccupied with the Guerras Civiles. A second expedition in 1557 under Juan de Salinas Loyola was more successful and the Shuar lands were annexed to the Spanish Crown. Two settlements were founded Valladolid and Loloya in Shuar lands, but did not attract new settlers. The Spaniards noted about Shaur behaviour about their reluctance to be Christianised and unrest for independance. In 1599 the Shuar destroyed several Spanish settlements. The documented scale of the attack is contested, but the outcome was that the Spanish left these settlements by the end of the 16th Century.

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Habsburg Spain (Conquest of South America)

Keynote

Arrival of Pizarro and Spanish viceregal rule.

Dates

1529-1555

Generals

Any Professional (0-4)

Home Terrain

Mountains, Waterside, Jungle

Army Trait

Great Men, Vital Settlement, Western Colonialists, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts		
Fresh Spanish Cavalry				Horse	Spirited Charge	0	1	4	7	
Formed	Superior	-	Charging Lancer							
Loose	Armoured	-	Expert Swordsmen							
Spanish Colonist Cavalry				Horse	Spirited Charge					
Formed	Average	-	Charging Lancer							
Loose	Protected	-	Swordsmen							
Up to, and including, 1549										
Fresh Spanish Sword & Bucklermen (Rodeleros)				Melee Foot	Shock	1	1		7	
Drilled	Superior	-	-							
Loose	Armoured	-	Expert Swordsmen							
Colonial Spanish Foot				Melee Foot	Shock					
Formed	Superior	-	-							
C/L	Armoured	-	Expert Swordsmen							
Spanish Conquistadors				Bande	Shock	3	3		7	
Drilled	Superior	HFP	-							
C/L/O	Armoured	Arquebus	Expert Swordsmen							
Spanish Colonist Militia Foot				Melee Foot			2	5		4
Formed	Average	-	-							
C/L	Protected	-	Swordsmen							
Spanish Colonist Militia Arquebusiers and Crossbowmen				Skirmishers						
Formed	Average	HFP	-							
L/O	Protected	Arquebus	-							
After 1550 replace all foot as										
Colonist Makeshift Tercio				Pike & Shot	Disciplined	1	5		7	
Formed	Average	AFP	-							
Close	Protected	Arquebus	-							
Colonist Makeshift Militia Tercio				Pike & Shot			2	5		5
Formed	Average	AFP	-							
Close	Unprotected	Arquebus	-							

Tribal Minimums only apply if any Tribal troops are used									
Auxiliary Warriors				Melee Irregulars		Fire & Charge (0), Combat Shy (-1)	3	10	4
Tribal	Average	AFP	-						
Loose	Unprotected	Sling	-						
Auxiliary Warriors with Bow				Missile Irregulars		Combat Shy (-1)	2	10	3
Tribal	Average	AFP	-						
L/O	Unprotected	Bow	-						
Archers				Skirmishers		Combat Shy Pathfinder (1)	0	4	2
Tribal	Average	AFP	-						
L/O	Unprotected	Bow	-						
Slingers				Skirmishers		Combat Shy Pathfinder (1)	0	3	2
Tribal	Average	AFP	-						
L/O	Unprotected	Sling	-						
Light Guns				Battery		Hasty Defences (1)	0	1	3
Formed	Average	AFP	-						
Loose	Unprotected	Light Gun	-						
Notes									

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

In December 1532, a party of conquistadors led by Francisco Pizarro defeated and captured the Inca Emperor Atahualpa in the Battle of Cajamarca. The Spanish conquest of Peru was one of the most important campaigns in the Spanish colonization of the Americas. After years of preliminary exploration and military conflicts, it was the first step in a long campaign that took decades of fighting but ended in Spanish victory and colonization of the region known as the Viceroyalty of Peru with its capital at Lima, which became known as "The City of Kings". The conquest of Peru led to spin-off campaigns throughout the viceroyalty as well as expeditions towards the Amazon Basin as in the case of Spanish efforts to quell Amerindian resistance. The last Inca resistance was suppressed when the Spaniards annihilated the Neo-Inca State in Vilcabamba in 1572.

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Huilliche-Mapuche (Chile)

Keynote

Indigenous peoples in the land between Bueno River and Reloncaví Sound

Dates

1536-1721

Generals

Any Tribal (0-3)

Home Terrain

Mountains, Jungle

Army Trait

Domiciled, Vital Settlement, Great Men, Reduced Scale

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<i>Tribal Warriors with Spanish Armour and Longquilquil</i>			<i>Melee Foot</i>					
Tribal	Average	AFP	-	Shock	Fire & Charge (0)	0	2	5
Loose	Protected	Bow	Stave or Spear				6	
<i>Tribal Warriors with Longquilquil</i>			<i>Melee Irregulars</i>					
Tribal	Average	AFP	-		Fire & Charge (0), Shock (1)	1	6	5
Loose	Unprotected	Bow	Stave or Spear					
<i>Tribal Warriors with Spear</i>			<i>Solid Irregulars</i>					
Tribal	Average	-	Stave or Spear	Shove		3	15	4
Loose	Unprotected	-	Stave or Spear					
<i>Tribal Warriors in mixed formations</i>			<i>Solid Irregulars</i>					
Tribal	Average	AFP	Stave or Spear					6
C/L	Unprotected	Bow	Stave or Spear					
<i>Guerilla Warriors</i>			<i>Skirmishers</i>					
Tribal	Superior	AFP	-	Pathfinder	Independent (1), Combat Shy (-1)	0	6	4
L/O	Unprotected	Bow	-					
<i>Guerilla Warriors with Firearms</i>			<i>Skirmishers</i>					
Tribal	Average	HFP	-	Pathfinder	Independent (1), Combat Shy (-1)	0	1	5
L/O	Unprotected	Arquebus	-					
<i>Tribal Skirmishers with Bow</i>			<i>Missile Irregulars</i>					
Tribal	Average	AFP	-		Combat Shy (-1)	0	4	3
L/O	Unprotected	Bow	-					
<i>Not Cuncos, Chonos or Poyas tribes</i>								
<i>Tribal Cavalry</i>			<i>Horse</i>					
Formed	Average	-	Light Lance			0	4	2
Loose	Unprotected	-	-					

Notes

(Best) Warriors with Spanish Armour and Longquilquil must not outnumber Tribal Warriors with Longquilquil

Allies

Cuncos, Chonos or Poyas tribes - (Huilliche-Mapuche (Chile)) - (up to 3 contingents)

Northern Mapuche (Chile)

Kingdom of Portugal (Colonial Empire)

Historical Introduction (Wikipedia - CC-BY-SA)

The Southern Mapuche tribes were known as the Huilliches. In 1550 Pedro de Valdivia pressed southward and founded Concepción at the mouth of the Biobío River. In 1553 he and his followers were defeated by the Mapuche under Lautaro. Another chief, Caupolicán, continued the fight until his capture by treachery and subsequent execution by the Spaniards in 1558.

For the next forty years the Mapuche resisted the Spanish, besieging the Spanish settlements. In 1598 a party of warriors led by Pelantaro, who were returning south from a raid, ambushed governor Martín García Óñez de Loyola and 50 troops, killing all but a priest and one soldier. This Disaster at Curalaba marked the end of the "Conquista" period in Chile's history. The news triggered a general revolt that destroyed many Spanish towns. Spain never again attempted to retake those territories.

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