

**THE GREAT ITALIAN WARS**

E;C;V;R;G;L

**ITALIAN STATES FLORENCE**

Category	Type	Q	Units	Bases per	Total	Points per base	Points per total	Men
LANZE SPEZZATE ELMETI	Hcav;V;LA;AM;aslt	Veteran	3	4	8	20	160	800
MOUNTED CROSSBOWMEN;	Mcav;R-G;XB;fire	Regular	2	4	8	10	80	800
MILITIA CROSSBOWMEN	MLinf;R;AM;XB	Regular	1	6	6	5	30	600
ITALIAN ARQUEBUSIERS	MLinf;R;AR;AM	Regular	1	6	6	6	36	600
SWORD and BUCKLER	Cinf;R	Regular	1	4	4	6	24	400
							<b>330</b>	
<b>POINTS AVAILABLE TO ADD LEADERS (ONE "A" LEVEL, 2-3 "C OR "M" LEVEL; MORE UNITS DESCRIBED ABOVE; ARTILLERY; ANY MERCENARIES PERMITTED TO YOUR POWER (STATE).</b>							<b>370</b>	
							<b>700</b>	

AT THIS TIME, THERE IS A SPECIAL ARRANGEMENT WITH THE LANDSKNECHTS AND YOUR POWER IS FREE TO HIRE ANY QUANTITY/TYPE OF MERCENARIES EITHER LANDSKNECHT OR OTHER (EXCLUDING THE SWISS). NOT ALL POWERS HAVE THIS CAPABILITY. AT THIS TIME, ONLY FRANCE MAY HIRE SWISS. THE GM WILL ANNOUNCE WHEN OR IF THIS CHANGES.

**EVERY ARMY IN THE CAMPAIGN MUST HAVE AT LEAST 1/2 POINTS DRAWN FROM THIS LIST.**

**THE GREAT ITALIAN WARS**

E;C;V;R;G;L

**ITALIAN STATES MILAN**

Category	Type	Q	Units	Bases per	Total	Points per base	Points per total	Men
LANZE SPEZZATE ELMETI	Hcav;V;LA;AM;aslt	Veteran	3	4	12	20	240	1200
MOUNTED CROSSBOWMEN;	Mcav;R-G;XB;fire	Regular	2	4	8	10	80	800
MOUNTED ARQUEBUSIERS	MCav;R-G;AR;fire	Regular	1	2	2	11	22	200
MILITIA CROSSBOWMEN	MLInf;R;AM;XB	Regular	1	6	6	5	30	600
ITALIAN ARQUEBUSIERS	MLInf;R;AR	Regular	2	6	12	6	72	1200
SWORD and BUCKLER	CInf;R	Regular	1	4	4	6	24	400
FAMIGLIA DUCALE ELMETI	Hcav;C;LA;AM;aslt	Crack	1	2	2	22	44	200
							<b>512</b>	
<b>POINTS AVAILABLE TO ADD LEADERS (ONE "A" LEVEL, 2-3 "C OR "M" LEVEL; MORE UNITS DESCRIBED ABOVE; ARTILLERY; ANY MERCENARIES PERMITTED TO YOUR POWER (STATE).</b>								<b>188</b>
								<b>700</b>

AT THIS TIME, THERE IS A SPECIAL ARRANGEMENT WITH THE LANDSKNECHTS AND YOUR POWER **CANNOT** HIRE ANY QUANTITY/TYPE OF LANDSKNECHT MERCENARIES UNLESS **WILLING TO PAY TWICE THE HIRE RATE** . THE SWISS MAY NOT BE HIRED. NOT ALL POWERS HAVE THIS CAPABILITY. AT THIS TIME, ONLY FRANCE MAY HIRE SWISS. THE GM WILL ANNOUNCE WHEN OR IF THIS CHANGES.

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**THE GREAT ITALIAN WARS**

E;C;V;R;G;L

**ITALIAN STATES PAPAL STATES**

Category	Type	Q	Units	Bases per	Total	Points per base	Points per total	Men
LANZE SPEZZATE ELMETI	Hcav;V;LA;AM;aslt	Veteran	3	4	12	20	240	1200
MOUNTED CROSSBOWMEN;	Mcav;R-G;XB;fire	Regular	2	4	8	10	80	800
MILITIA CROSSBOWMEN	MLinf;R;AM;XB	Regular	1	6	6	5	30	600
ITALIAN ARQUEBUSIERS	MLinf;R;AR	Regular	1	6	6	6	36	600
SWORD and BUCKLER	Cinf;R	Regular	1	4	4	6	24	400
CESARE BORGIA: SPANISH PIKE	Pinf;PK;V	Veteran	1	4	4	9	36	400
CESARE BORGIA: SPANISH ARQUEBUS	MLinf;R;AR	Regular	1	4	4	6	24	400
CESARE BORGIA: SPANISH SWORD/BUCKLER	Cinf;R	Regular	1	4	4	6	24	400
							<b>494</b>	
<b>POINTS AVAILABLE TO ADD LEADERS (ONE "A" LEVEL, 2-3 "C OR "M" LEVEL; MORE UNITS DESCRIBED ABOVE; ARTILLERY; ANY MERCENARIES PERMITTED TO YOUR POWER (STATE).</b>							<b>206</b>	
							<b>700</b>	

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**EVERY ARMY IN THE CAMPAIGN MUST HAVE AT LEAST 1/2 POINTS DRAWN FROM THIS LIST.**

THE SWISS GUARD MAY BE ASSIGNED TO ANY ARMY ONCE IT ARRIVES. SHOULD POPE JULIUS II CHOOSE TO COMMAND AN ARMY, THE GUARD MUST BE PRESENT WITH HIM.

**THE GREAT ITALIAN WARS**

E;C;V;R;G;L

**ITALIAN STATES VENICE**

Category	Type	Q	Units	Bases per	Total	Points per base	Points per total	Men
LANZE SPEZZATE ELMETI	Hcav;V;LA;AM;aslt	Veteran	3	4	12	20	240	1200
MOUNTED CROSSBOWMEN;	Mcav;R-G;XB;fire	Regular	2	4	8	11	88	800
STRADIOTS and CROVATI	Lcav;G;aslt	Regular	2	5	10	7	70	1000
MOUNTED ARQUEBUSIERS	MCav;R-G;AR;fire	Regular	1	2	2	11	22	200
ARQUEBUSIERS	MLinf;R;AR;AM	Regular	2	6	12	6	72	1200
CROSSBOWMEN	MLinf;R;XB	Regular	2	6	12	5	60	1200
ARCHERS	MLinf;R;CB	Regular	1	6	6	5	30	600

**582**

**POINTS AVAILABLE TO ADD LEADERS (ONE "A" LEVEL, 2-3 "C OR "M" LEVEL; MORE UNITS DESCRIBED ABOVE; ARTILLERY; ANY MERCENARIES PERMITTED TO YOUR POWER (STATE).**

**118****700**

AT THIS TIME, THERE IS A SPECIAL ARRANGEMENT WITH THE LANDSKNECHTS AND YOUR POWER **CANNOT** HIRE ANY QUANTITY/TYPE OF LANDSKNECHT MERCENARIES UNLESS **WILLING TO PAY TWICE THE HIRE RATE**. THE SWISS MAY NOT BE HIRED. NOT ALL POWERS HAVE THIS CAPABILITY. AT THIS TIME, ONLY FRANCE MAY HIRE SWISS. THE GM WILL ANNOUNCE WHEN OR IF THIS CHANGES.

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**THE GREAT ITALIAN WARS**

E;C;V;R;G;L

**FRANCE**

Category	Type	Q	Units	Bases per	Total	Points per base	Points per total	Men
ORDONNANCE GENDARMES	Hcav;E-V;LA;AM;aslt	Crack	3	3	9	22	198	900
ORDONNANCE ARCHERS/CHEVAUX-LEGERS	Mcav;C-G;LA;AM	Veteran	3	3	9	12	108	900
MOUNTED CROSSBOWMEN;	Mcav;R-G;XB;fire	Regular	1	4	4	11	44	400
CROSSBOW AVENTURIERS	Mling;R-G;AM;XB	Regular	4	4	16	5	80	1600
OLD BANDS OF PICARDY/PIEDMONT	Pinf;G;PK DENSE	Green	1	4	4	24	96	400
SAVOYARD MEN AT ARMS	Hcav;R;LA;AM;aslt	Regular	1	4	4	16	64	400
HEAVY ARTILLERY		Crack	1	2	2	29	58	
HEAVY SEIGE TRAIN WITH IRON SHOT GUNS	NOT FOR TABLETOP						0	
							<b>648</b>	
<b>POINTS AVAILABLE TO ADD LEADERS (ONE "A" LEVEL, 2-3 "C OR "M" LEVEL; MORE UNITS DESCRIBED ABOVE;</b>							<b>52</b>	
<b>ARTILLERY; ANY MERCENARIES PERMITTED TO YOUR POWER (STATE).</b>							<b>700</b>	

AT THIS TIME, THERE IS A SPECIAL ARRANGEMENT WITH THE LANDSKNECHTS AND YOUR POWER IS FREE TO HIRE ANY QUANTITY/TYPE OF MERCENARIES EITHER LANDSKNECHT OR OTHER (EXCLUDING THE SWISS). NOT ALL POWERS HAVE THIS CAPABILITY. AT THIS TIME, ONLY FRANCE MAY HIRE SWISS. THE GM WILL ANNOUNCE WHEN OR IF THIS CHANGES.

THE GARDE ECOSSAISE DU CORPS DU ROI MUST BE ASSIGNED TO THE ARMY THAT THE KING COMMANDS.

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## THE GREAT ITALIAN WARS

E;C;V;R;G;L

## IMPERIAL

Category	Type	Q	Units	Bases per	Total	Points per base	Points per total	Men
SPANISH GENTE D'ARMAS	Hcav;E-V;LA;AM;aslt	Veteran	1	3	3	20	60	300
BURGUNDIAN MEN AT ARMS	Hcav;E-V;LA;AM;aslt	Regular	2	4	8	16	128	800
ITALIAN LANZE SPEZZATE ELMETI	Hcav;R;LA;AM;aslt	Regular	1	4	4	16	64	400
GERMAN MEN AT ARMS	Hcav;R;AM;LA;aslt	Regular	2	4	8	16	128	800
SPANISH GENITORS	L Cav; R	Regular	2	4	8	5	40	800
ITALIAN HORSE ARQUEBUSIERS	Mcav;E-G;AR;fire	Regular	1	3	3	11	33	300
ARQUEBUSIERS	MLinf;R-G;XB;AM	Green	1	6	6	4	24	600
PETRONELS	Hcav;AM;HG/AR;V	Veteran	1	2	2	18	36	200

513

POINTS AVAILABLE TO ADD LEADERS (ONE "A" LEVEL, 2-3 "C OR "M" LEVEL; MORE UNITS DESCRIBED ABOVE; ARTILLERY; ANY MERCENARIES PERMITTED TO YOUR POWER (STATE).

187

700

AT THIS TIME, THERE IS A SPECIAL ARRANGEMENT WITH THE LANDSKNECHTS AND YOUR POWER IS FREE TO HIRE ANY QUANTITY/TYPE OF MERCENARIES EITHER LANDSKNECHT OR OTHER (EXCLUDING THE SWISS). NOT ALL POWERS HAVE THIS CAPABILITY. AT THIS TIME, ONLY FRANCE MAY HIRE SWISS. THE GM WILL ANNOUNCE WHEN OR IF THIS CHANGES.

THE BURGUNDIAN GUARD ARCHERS MUST BE DEPLOYED WITH THE HOLY ROMAN EMPEROR

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**THE GREAT ITALIAN WARS**

E;C;V;R;G;L

**HUNGARY**

Category	Type	Q	Units	Bases per	Total	Points per base	Points per total	Men
ROYAL BANDERIUM	Hcav;E,G;LA;aslt	Veteran	1	2	2	20	40	200
HUNGARIAN NOBLE CAVALRY	Hcav;E,G;LA;aslt	Veteran	2	4	8	13	104	800
SZEKELERS	MCav;R:LA:AM;aslt	Regular	1	4	4	20	80	400
BOHEMIAN ARMAGERI	Hcav;E,G;LA;aslt	Regular	1	4	4	16	64	400
SERBIAN HUSSARS	Lcav;E-G;LA;CB;Aslt	Regular	6	4	24	11	264	2400
CLIPATI	Cinf;G-L;	Green	1	10	10	4	40	1000
ITALIAN ARQUEBUSIER	Cinf;G-L;	Green	1	6	6	4	24	600
HUNGARIAN ARCHERS	Minf;CB;G-L;fire	Green	1	6	6	4	24	600
ARMATI	Cinf;R,G;2H	Regular	1	6	6	6	36	600

**676**

**POINTS AVAILABLE TO ADD LEADERS (ONE "A" LEVEL, 2-3 "C OR "M" LEVEL; MORE UNITS DESCRIBED ABOVE; ARTILLERY; ANY MERCENARIES PERMITTED TO YOUR POWER (STATE).**

**24****700**

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**THE GREAT ITALIAN WARS**

E;C;V;R;G;L

**OTTOMAN**

Category	Type	Q	Units	Bases per	Total	Points per base	Points per total	Men
QAPUKULU HOUSEHOLD CAVALRY	Hcav;E;LA;CB;AM;aslt	Elite	1	4	4	28	112	400
TIMARIOT FEUDAL SPAHIS	Hcav;C;LA;CB;AM;aslt	Crack	2	4	8	24	192	800
KURDS OR BEDOUIN ARABS	Lcav;G;CB;fire	Green	1	4	4	6	24	400
AKINJI	Lcav;G-L;CB;fire	Green	1	4	4	6	24	400
TARTAR, TURKOMAN HORSE ARCHERS	Lcav;G-L;CB;fire	Green	1	4	4	6	24	400
BALKAN DELI CAVALRY	Lcav;G-L;CB;fire;ASLT	Veteran	1	4	4	11	44	400
TARTAR CAVALRY	Lcav;G-L	Green	1	6	6	4	24	600
JANISSARIES	Mlinf;C-V;CB;2H;Aslt	Crack	1	6	6	7	42	600
LEVENDAT	Cinf;L;	Levy	1	6	6	3	18	600
AZAB FOOT	Cinf;G;	Green	1	6	6	4	24	600
AZAB ARCHERS	Mlinf;G;CB	Green	1	6	6	5	30	600
ARAB ARQUEBUSIERS	Mlinf;G;AR	Green	1	6	6	6	36	600
SEIGE TRAIN	NOT FOR TABLETOP						0	
							<b>594</b>	
<b>POINTS AVAILABLE TO ADD LEADERS (ONE "A" LEVEL, 2-3 "C OR "M" LEVEL; MORE UNITS DESCRIBED ABOVE;</b>							<b>106</b>	
<b>ARTILLERY; ANY MERCENARIES PERMITTED TO YOUR POWER (STATE).</b>							<b>700</b>	

THE OTTOMAN PLAYER HAS ACCESS TO SPECIAL MERCENARIES . THEY DO NOT HAVE ACCESS TO CHRISTIAN MERCENARIES SUCH AS LANDSKNECHTS OR THE SWISS. MERCENARY TYPES AVAILABLE TO THE OTTOMANS WILL BE IDENTIFIED ON THE MERCENARY MANIFEST.

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**THE GREAT ITALIAN WARS**

E;C;V;R;G;L

**ITALIAN STATES SAVOY**

Category	Type	Q	Units	Bases per	Total	Points per base	Points per total	Men
LANZE SPEZZATE ELMETI	Hcav;V;LA;AM;aslt	Veteran	3	4	8	20	160	800
MOUNTED CROSSBOWMEN;	Mcav;R-G;XB;fire	Regular	2	4	8	10	80	800
MILITIA CROSSBOWMEN	MLinf;R;AM;XB	Regular	1	6	6	5	30	600
ITALIAN ARQUEBUSIERS	MLinf;R;AR;AM	Regular	1	6	6	6	36	600
SWORD and BUCKLER	Cinf;R	Regular	1	4	4	6	24	400
							<b>330</b>	
<b>POINTS AVAILABLE TO ADD LEADERS (ONE "A" LEVEL, 2-3 "C OR "M" LEVEL; MORE UNITS DESCRIBED ABOVE; ARTILLERY; ANY MERCENARIES PERMITTED TO YOUR POWER (STATE).</b>							<b>370</b>	
							<b>700</b>	

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**THE GREAT ITALIAN WARS**

E;C;V;R;G;L

**ITALIAN STATES GENOA**

Category	Type	Q	Units	Bases per	Total	Points per base	Points per total	Men
LANZE SPEZZATE ELMETI	Hcav;V;LA;AM;aslt	Veteran	3	4	8	20	160	800
MOUNTED CROSSBOWMEN;	Mcav;R-G;XB;fire	Regular	2	4	8	10	80	800
MILITIA CROSSBOWMEN	MLinf;R;AM;XB	Regular	1	6	6	5	30	600
ITALIAN ARQUEBUSIERS	MLinf;R;AR;AM	Regular	1	6	6	6	36	600
SWORD and BUCKLER	Cinf;R	Regular	1	4	4	6	24	400
							<b>330</b>	
<b>POINTS AVAILABLE TO ADD LEADERS (ONE "A" LEVEL, 2-3 "C OR "M" LEVEL; MORE UNITS DESCRIBED ABOVE; ARTILLERY; ANY MERCENARIES PERMITTED TO YOUR POWER (STATE).</b>							<b>370</b>	
							<b>700</b>	

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## THE GREAT ITALIAN WARS

E;C;V;R;G;L

## ITALIAN STATES SIENNA

Category	Type	Q	Units	Bases per	Total	Points per base	Points per total	Men
LANZE SPEZZATE ELMETI	Hcav;V;LA;AM;aslt	Veteran	3	4	8	20	160	800
MOUNTED CROSSBOWMEN;	Mcav;R-G;XB;fire	Regular	2	4	8	10	80	800
MILITIA CROSSBOWMEN	MLinf;R;AM;XB	Regular	1	6	6	5	30	600
ITALIAN ARQUEBUSIERS	MLinf;R;AR;AM	Regular	1	6	6	6	36	600
SWORD and BUCKLER	Cinf;R	Regular	1	4	4	6	24	400
							<b>330</b>	
<b>POINTS AVAILABLE TO ADD LEADERS (ONE "A" LEVEL, 2-3 "C OR "M" LEVEL; MORE UNITS DESCRIBED ABOVE; ARTILLERY; ANY MERCENARIES PERMITTED TO YOUR POWER (STATE).</b>							<b>370</b>	
							<b>700</b>	

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**THE GREAT ITALIAN WARS**

E;C;V;R;G;L

**ITALIAN STATES FERRARA & MODENA**

Category	Type	Q	Units	Bases per	Total	Points per base	Points per total	Men
LANZE SPEZZATE ELMETI	Hcav;V;LA;AM;aslt	Veteran	3	4	8	20	160	800
MOUNTED CROSSBOWMEN;	Mcav;R-G;XB;fire	Regular	2	4	8	10	80	800
MILITIA CROSSBOWMEN	MLinf;R;AM;XB	Regular	1	6	6	5	30	600
ITALIAN ARQUEBUSIERS	MLinf;R;AR;AM	Regular	1	6	6	6	36	600
SWORD and BUCKLER	Cinf;R	Regular	1	4	4	6	24	400
							<b>330</b>	
<b>POINTS AVAILABLE TO ADD LEADERS (ONE "A" LEVEL, 2-3 "C OR "M" LEVEL; MORE UNITS DESCRIBED ABOVE; ARTILLERY; ANY MERCENARIES PERMITTED TO YOUR POWER (STATE).</b>							<b>370</b>	
							<b>700</b>	

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