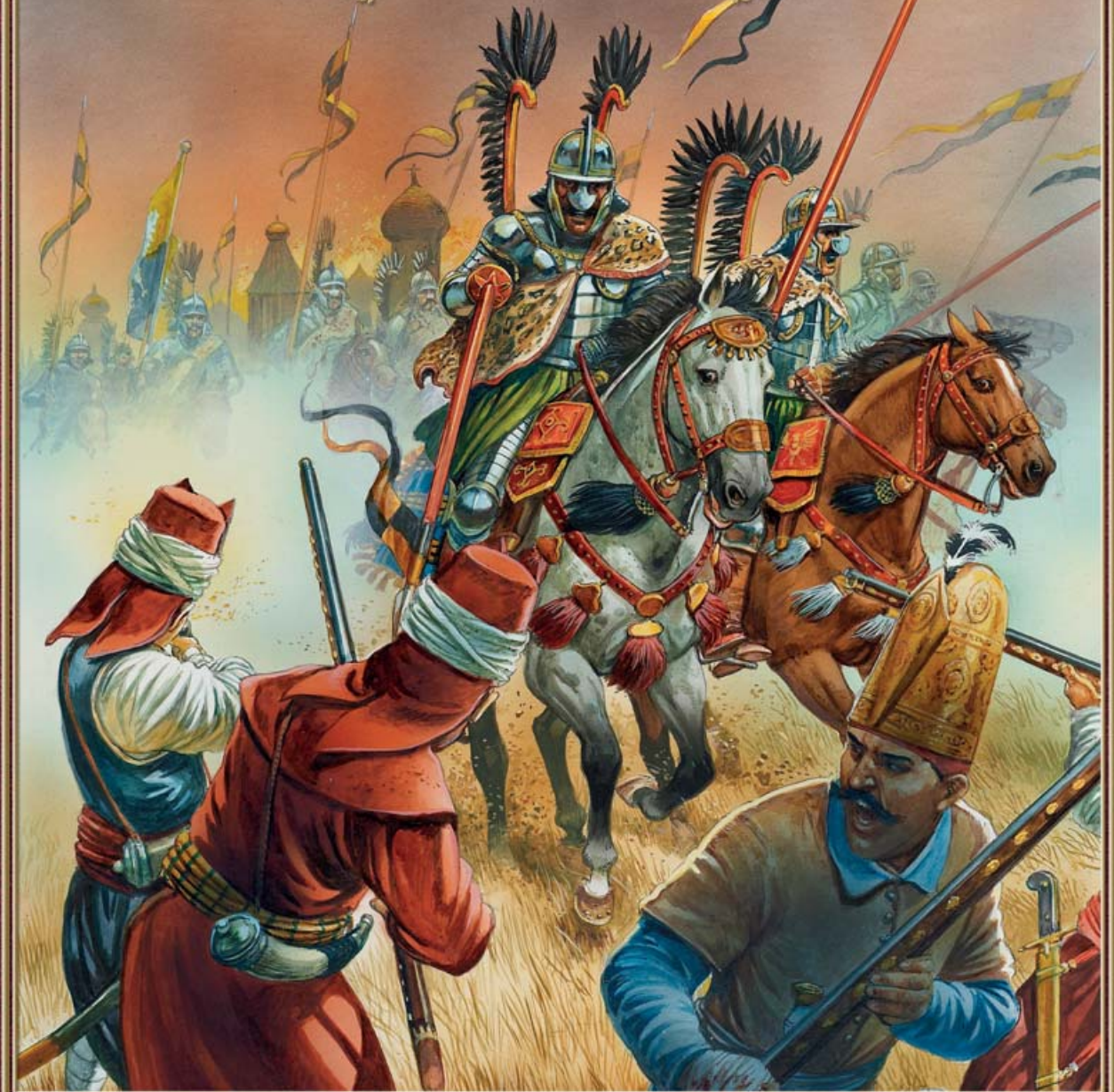


# CLASH of EMPIRES

EASTERN EUROPE  
1494-1698



CLASH of  
EMPIRES  
EASTERN EUROPE  
1494-1698



Written by Nik Gaukroger and Richard Bodley Scott,  
assisted by Paul Robinson, Karsten Loh, John Munro  
and Mike Kroon

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Osprey Publishing  
Midland House, West Way, Botley, Oxford OX2 0PH, UK  
443 Park Avenue South, New York, NY 10016, USA  
E-mail: [info@ospreypublishing.com](mailto:info@ospreypublishing.com)

Slitherine Software UK Ltd  
The White Cottage, 8 West Hill Avenue, Epsom, KT19 8LE, UK  
E-mail: [info@slitherine.co.uk](mailto:info@slitherine.co.uk)

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## INTRODUCTION

*A*t the same time that Western Europe was enduring wars between ever larger and more technologically advanced armies, in the course of the Great Italian Wars and the ongoing struggles between the Valois and Hapsburg monarchies, Eastern Europe and the Middle East were also rent by continual conflicts between several great powers and a shifting array of lesser states struggling to survive the imperial ambitions of their larger neighbours.

At the start of the period, in the areas covered by this book, the dominant powers were the Ottoman Empire, the Kingdom of Poland and the associated Grand Duchy of Lithuania, the Scandinavian

*Polish Winged Hussars*

Kalmar Union dominated by Denmark, and the various successor khanates of the Mongol Golden Horde. Also, standing between east and west, and with interests in both, was Habsburg Austria, whose ruler was also Emperor of the Holy Roman Empire.

Within 150 years or so, the Ottoman Empire was commencing a permanent decline. Russia had eclipsed the Tatar Khanates on the Black Sea steppes and was pushing west, attempting to realise its ambitions to be the regional super-power. Sweden, despite its limited manpower and resources, had emerged as the most powerful Scandinavian state, projecting its influence into Germany and engaging Russia and Poland-Lithuania in recurrent fighting in Livonia (modern Estonia and Latvia).



## INTRODUCTION

Poland would be plunged by revolt and invasion into the trial of the “Deluge”, which it seemed unlikely to survive (and which will be covered in Field of Glory Renaissance Companion 5: *Duty and Glory*).

Poland-Lithuania was the central power of Eastern Europe – vast, populous, and prosperous, having a numerous nobility with proud warrior traditions – yet frequently passive and slow to muster its strength in a crisis. One important reason for the latter problem was that, unlike its neighbours, who had evolved powerful or even absolute monarchies, so that war and peace were at the will of the King, Tsar, Sultan or Emperor, the Polish-Lithuanian Commonwealth was an elective federal monarchy. The authority of the state was limited and the business of government constrained by each legislator’s right of *liberum veto* – the ability, acting alone, to dissolve the *sejm* (parliament) and nullify its proceedings. This principle of unanimity was praised as a bulwark of freedom, a restraint on oppressive government and royal overreaching, but at times it also fostered

### *Ottoman Janissaries*

passive, sluggish, or erratic responses to external threats and internal problems. This would prove a serious risk for the Commonwealth when surrounded by relentlessly ambitious empires seeking to encroach upon its territory, and the reason why it was constitutionally unsuited to develop into an aggressive super-state.

The Ottomans were the strongest power in Eastern Europe or the Middle East at the beginning of the period, and continued as a threat in the minds of Europeans until after their resounding defeat at Vienna in 1683. Their success was based on a large army of good quality troops with a high standard of organization, equipment (early adoption of gunpowder weapons) and supply. Its most important components were the mounted sipahis and Janissary foot. Whilst the Janissaries have captured modern imaginations, at the time it was the sipahis who were considered the most dangerous part of the Ottoman army.

The Ottoman tide ebbed and flowed in strength and aggressiveness, depending on the qualities of the Sultan and Grand Vizier in power, as well as the human and material costs of war,



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## CLASH OF EMPIRES

waged both in Europe and in the Middle East, but ideally not at the same time. These wars are outlined in the introductions to the corresponding army lists.

The Ottomans successfully conquered the Mamluks, the North African coastal states, and most of the Middle East, but were effectively stopped in Persia by the Safavids. In Europe, they expanded their holdings to include most of Hungary, as a result of which the Habsburgs became the bulwark protecting Central Europe against the Turkish tide. Like the Sultan, the Emperor sought to avoid wars on two fronts, so that there were extended periods of both war and peace. The Imperialist armies were initially western in character, but adapted to the Ottoman challenge by evolving their tactics and including numerous specialized eastern light troops. These tactics and troops were also used in western campaigns.

### *German Mercenary Pike and Shot*

The character of armies and warfare in Eastern Europe and the Middle East in the 16th century and early 17th century differed from that in Western Europe. Mounted troops were most suitable for campaigning across the vast distances of the east, usually lightly settled with few useful roads but often good grazing, and the opponents they faced were usually similar horsemen or relatively weak infantry. Accordingly, the common attribute of eastern armies was the continued dominance of the mounted arm, usually a mix of heavy and light cavalry relying mainly on archery. Some armies employed lancers as shock cavalry, but these were more lightly armoured than western knights. A well-known example is the colourful Polish “winged hussars”. Their effective mobile and aggressive shock tactics influenced tactical developments by their opponents, notably the Swedish king, Gustavus Adolphus.

The trend in Eastern Europe was for firearms to replace bows for cavalry by the 17th century,



## INTRODUCTION

although rates of adoption varied. While the Ottomans were early adopters of gunpowder weapons and sought to increase their use, in the Middle East many mounted troops disdained firearms and saw no need to change.

The vulnerability of eastern infantry to cavalry, and its lower strategic mobility, meant that early in the period it was often an ancillary arm, useful mainly in sieges and the defence of towns and fortified places. It usually consisted of missile troops, expected to weaken the enemy with shooting and support the cavalry, but not ordinarily expected to successfully stand alone against mounted charges in open ground – although it could hold its own from behind wagon forts or other defences. The role of infantry tended to increase over time, with the major changes involving the use of firearms and better organization and discipline.

Although the maximum rate of fire of a musket or arquebus is slower than a bow, with poor accuracy, the physical and training requirements for effective use were much lower than for the bow, and increased penetrating power and lethality compensated for low rate of fire, even at considerable distances. Firearms had a greater moral effect on eastern cavalry, who sought to use their mobility and mix of shooting and charges to catch opposing infantry at a disadvantage. Russia

and Persia were among the countries that formed trained corps of “shot” (infantrymen with arquebus or musket) to utilize these advantages and counter opposing shot. Like the Janissaries before them, these forces tended to become indispensable both in war and in maintaining political authority, and could form a large portion of an army.

During this period in the west, mixed pike and shot infantry formations became the rule, but in the east these were used mainly by mercenaries (commonly Germans). The role of the pike was to deter heavy cavalry charges and face opposing pike and shot formations, which were typically not tactical demands in the east. Eastern armies did, however, face western-style forces, and both sides learned from the interaction.

Wars in the east were primarily wars of mobility rather than dominated by sieges. Siege artillery was valuable when needed, but a permanent artillery train for field battles was a drag on strategic mobility. Some armies turned to light cannon as a useful and more mobile complement to foot troops, but the Ottomans in particular based their standard battle array on a static main battle line of heavy guns and good Janissary foot in the centre, protected against cavalry charges by field defences, such as chains between the guns in front and wagons protecting the flanks.

## EARLY OTTOMAN TURKISH



*A*t the start of this period the Ottoman Empire was, in theory, still the militaristic expansionist state that it had been since its inception. However, in Bayezid II (reigned 1481–1512) the Empire found itself under a ruler of a less militaristic temperament, more inclined to philosophy than war. Thus, at the

time when the major powers in Western Europe were fighting amongst themselves in Italy, the Ottomans failed to capitalise on this and expand their Empire further westwards.

After this interlude, however, the succeeding sultans in the 16th century returned to a more active policy both in the east and the west. In the

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## CLASH OF EMPIRES



*Janissary Archers*

east, the newly established Safavid Persian state and the centuries old Mamluk state in Egypt were the main opposition. Selim I drove the Persians out of Armenia and back east over the Euphrates, before moving south and conquering the decaying Mamluk state. As a result of this, Selim persuaded the last 'Abbasid caliph to step down, and took the title of Caliph for himself and his successors, signifying that he saw himself as the spiritual leader of all Muslims.

Selim was succeeded by one of the greatest of the Ottoman sultans, Suleiman I, known as “the Magnificent” to later generations. It is probably during his reign of nearly half a century that the Ottomans reached the height of their power. In the west he drove the Knights of St John from Rhodes in 1522 and overran most of Hungary after his crushing victory at Mohács in 1526. In addition he took control of the North African coast from the Egyptian border to the Atlantic Ocean through the establishment of self-governing provinces. In the east, after consolidating Syria and Palestine within the Empire, Suleiman attempted to secure his frontier, and influence, with Persia. Although he was in general successful, for example taking Baghdad in 1534 (and thus strengthening Ottoman claims to be the legitimate successors

to the 'Abbasid caliphs), he was in no position to conquer the Safavids and so agreed to a peace treaty. However, he is often best remembered by one of his failures, that of the failed siege of Malta in 1565, the year before his death, when he attempted to finally rid himself of the Knights of St John and their piratical attacks on Muslim shipping.

This list covers the armies of Ottoman Turkey from 1494 to 1595, when the Akinci were abolished.

### TROOP NOTES

The Qapu Khalqi were the elite guard cavalry of the Ottoman army, forming up around the Sultan.

The bulk of the heavy cavalry (*sipahis*) were supplied on a feudal basis by timariots. Each timariot held a non-hereditary land grant (*timar*), for which, depending on the value of his *timar*, he was expected to supply a specified number of fully-equipped cavalymen.

Akincis (“raiders”) were fast-moving lightly-equipped bow-armed cavalry, descendants of former Turcoman gzhazis settled in border regions. They served under their own hereditary leaders. They were used as scouts, raiders and as the vanguard of the army in battle. They were, however, rather unreliable and hard to keep under control, and so in 1595 they were disbanded as a military force.

Balkan light cavalry lancers were recruited from converts or supplied by Christian tributary states. Djanbazan (“daredevils”) were elite akincis and Delis (“mad-heads”) elite Balkan cavalry. Turcomans, Tatars, Bedouin and Kurds were also used.

The corps of Janissaries (from *yeniçeri*, meaning “new soldier”) was



*Deli*

## EARLY OTTOMAN TURKISH



*Ottoman troops, early 16th century, by Angus McBride © Osprey Publishing Ltd.  
Taken from Men-at-Arms 140: Armies of the Ottoman Turks 1300–1774.*

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founded circa 1362 by Murad I, and was initially recruited from Christian prisoners of war converted to Islam. By the end of the 14th century a second method of recruitment had been instituted, the *devşirme* – a levy of boys aged 12 to 16 from the conquered Christian territories. Separated from their families, these boys largely converted to Islam. Their own children would be Muslims and hence not eligible to become Janissaries, thus preventing the development of hereditary ties within the corps. Thus, in theory at least, the Janissary corps gave the Ottoman Sultans an unswervingly loyal standing army.

Sources refer to Janissary soldiers being allowed to choose their own

weapons and they are famous for their individual fighting skills. Accordingly “bow” and “arquebus” weapon categories reflect only the dominant weapon and players are free to make their choice and either have all Janissary foot armed with the same missile capability or to have a mix of capabilities if more than one battle group is fielded (but not within each battle group).

“Swordsmen” capability also reflects a mix of close quarter weaponry.

Azaps (“bachelors”) were lightly-equipped Turkish infantry, recruited for the duration of each campaign.



*Azap Archer*

### EARLY OTTOMAN TURKISH STARTER ARMY

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Qapu Khalqi sipahis	2 BGs	Each comprising 4 bases of Qapu Khalqi sipahis: Superior, Heavily Armoured Cavalry – Bow, Swordsmen
Timariot sipahis	1 BG	4 bases of Timariot sipahis: Average, Armoured Cavalry – Bow, Swordsmen
Timariot sipahis	1 BG	4 bases of Timariot sipahis: Average, Unarmoured Cavalry – Bow, Swordsmen
Akincis	2 BGs	Each comprising 4 bases of Akincis: Average, Unarmoured Light Horse – Bow
Janissaries	1 BG	6 bases of Janissaries: Superior, Unarmoured Medium Foot – Bow, Swordsmen
Janissaries	1 BG	6 bases of Janissaries: Superior, Unarmoured Medium Foot – Arquebus, Swordsmen
Azap archers	1 BG	6 bases of Azap archers: Average, Unarmoured Medium Foot – Bow
Artillery	1 BG	2 bases of Artillery: Average Medium Artillery – Medium Artillery
Camp	1	Unfortified camp
Total	10 BGs	Camp, 24 mounted bases, 20 foot bases, 3 commanders

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- ♦ Commanders should be depicted as Qapu Khalqi sipahis.
- ♦ Only one battle group of Elite troops can be fielded.
- ♦ No more than one-third of the army’s Timariot battle groups can be superior.

## EARLY OTTOMAN TURKISH



*Ottoman troops, early 16th century, by Angus McBride © Osprey Publishing Ltd.  
Taken from Men-at-Arms 140: Armies of the Ottoman Turks 1300–1774.*

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Territory Types: Agricultural, Hilly											
C-in-C	Great Commander/Field Commander/Troop Commander						80/50/35	1			
Sub-commanders	Field Commander						50	0-2			
	Troop Commander						35	0-3			
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases		
	Type	Armour	Quality	Shooting	Impact combat	Close Combat					
Core Troops											
Qapu Khalqi sipahis	Cavalry	Heavily Armoured	Elite	Bow	-	Swordsmen	22	4-6	0-6	4-12	
			Superior				19				
Timariot sipahis	Cavalry	Armoured	Elite	Bow	-	Swordsmen	19	4-6	0-12		4-36
			Superior				16				
Akincis	Light Horse	Unarmoured	Average	Bow	-	-	7	4-6	4-30		
			Poor				9				
Janissaries	Medium Foot	Unarmoured	Average	Bow	-	Swordsmen	9	6-8	6-16		
			Poor				10				
Azap archers	Medium Foot	Unarmoured	Average	Bow	-	-	5	6-8	6-16		
			Poor				3				
Artillery	Heavy Artillery	-	Average	Heavy Artillery	-	-	25	2, 3 or 4	2-8		
	Medium Artillery	-	Average	Medium Artillery	-	-	20	2, 3 or 4			
Optional Troops											
Djanbazan	Light Horse	Unarmoured	Superior	Bow	-	Swordsmen	12	4-6	0-8		
Delis	Light Horse	Unarmoured	Superior	-	Light Lancers	Swordsmen	11	4-6			
Other Balkan cavalry	Light Horse	Unarmoured	Average	-	Light Lancers	Swordsmen	8	4-6	0-12		
Turcomans or Crimean Tatars	Light Horse	Unarmoured	Average	Bow	-	Swordsmen	9	4-6			
	Cavalry	Unarmoured	Average	Bow	-	Swordsmen	10	4-6			
Bedouin	Light Horse	Unarmoured	Average	-	Light Lancers	Swordsmen	8	4-6			
	Cavalry	Unarmoured	Average	-	Light Lancers	Swordsmen	9	4-6			
Kurds	Cavalry	Armoured	Average	-	Light Lancers	Swordsmen	11	4-6			
Janissary sharpshooters	Light Foot	Unarmoured	Superior	Musket	-	-	10	4	0-4		
Azap arquebusiers	Medium Foot	Unarmoured	Average	Arquebus	-	-	6	4-6	0-6		
			Poor				4				
Poorly-equipped levies	Mob	Unarmoured	Poor	-	-	-	2	10-12	0-12		
Balkan voynuks	Heavy Foot	Armoured	Average	-	Heavy Weapon	Heavy Weapon	6	6	0-6		
Wagons, ditches, stakes, chained guns and tethered camels	Field Fortifications	-	-	-	-	-	3	-	0-24		
Fortified camp							24		0-1		
Allies											
Crimean Tatar allies - Tatar											
Wallachian allies - Wallachian, Moldavian and Transylvanian											

## HUNGARIAN

### EARLY OTTOMAN TURKISH ALLIES

Allied Commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Shooting	Impact combat	Close Combat			
Timariot sipahis	Cavalry	Armoured	Superior	Bow	-	Swordsmen	16	4-6	4-12
			Average				12		
			Poor				9		
	Cavalry	Unarmoured	Average	Bow	-	Swordsmen	10	4-6	
			Poor				8		
Akincis	Light Horse	Unarmoured	Average	Bow	-	-	7	4-6	4-12
Janissaries	Medium Foot	Unarmoured	Superior	Bow	-	Swordsmen	9	6-8	0-12
	Medium Foot	Unarmoured	Superior	Arquebus	-	Swordsmen	10		
Azap archers	Medium Foot	Unarmoured	Average	Bow	-	-	5	6	0-6
			Poor				3		
Djanbazan	Light Horse	Unarmoured	Superior	Bow	-	Swordsmen	12	4	0-4
Delis	Light Horse	Unarmoured	Superior	-	Light Lancers	Swordsmen	11	4	
Other Balkan cavalry	Light Horse	Unarmoured	Average	-	Light Lancers	Swordsmen	8	4	

## HUNGARIAN

*This list covers the armies of Hungary and Bohemia from 1494 to 1526.*

After the death of Matthias Corvinus in 1490, the new King of Hungary and Bohemia, Vladislav II, tried to disband the infamous Black Army. The Black Army refused and had to be destroyed, causing much military and economic damage in the process. Given that his realm was already in dire financial straits owing to the costs of maintaining the Black Army during the reign of Matthias, Vladislav II found himself in a very difficult position, and was forced to largely rely on the nobles and the cities to enforce his rule and protect his realm. These used this situation to render themselves largely independent of the King or to gain far-reaching privileges in influencing all royal decisions (like the Vladislav municipal constitution). The nobles also misused

their new liberty and powers to increase their hold upon their subjects. In other words, they curtailed and restricted the age-old rights of their peasantry. Combined with the burden of frequent Ottoman raids, this led to the Hungarian Peasant revolt lead by György Dózsa. (See Field of Glory: Renaissance Companion 2: *Trade and Treachery.*)

Despite all this, and near constant pressure from the Ottomans, Vladislav's reign was comparatively stable. Yet his relative weakness meant that the army suffered from neglect, as neither the nobles nor the cities were interested in spending money on it, and the King lacked the power (and money) to do anything. This happened despite the constant threat from the Ottomans, as almost everyone adopted a policy of "someone really ought to do something about

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*King Louis II at the Battle of Mohacs*

those Turks” – meaning “someone else”. Given that situation, the very survival of Hungary for as long as it did was due to the occasional heroic actions of a few, and because the Ottomans were largely preoccupied on other fronts.

Vladislav died in 1515 and was succeeded by his ten-year-old son Louis II. When the inevitable Turkish invasion finally materialized, the boy-King found it impossible to put an effective army into the field before the Ottomans captured Nándorfehérvár (modern Beograd/Belgrade). When the army had finally assembled, it turned out to be ill-equipped, ill-disciplined and badly led, so disbanded itself before even attempting to recapture the city.

In 1526, when another large scale Ottoman invasion descended upon Hungary, Louis, aided by his wife, at least managed to assemble an army in time to meet the invaders, resulting in the disastrous battle of Mohács. The Hungarian army was all but obliterated and Louis drowned while trying to escape.

After Mohács and the death of Louis II, Hungary ceased to exist as an independent country, being split up between the Habsburgs and the Ottomans, not to regain its independence until the 20th century.

### TROOP NOTES

Hungarian armies of the time tended to be small, engaging mostly in a raiding, counter-raiding and border skirmishes with the Ottomans. When large armies were required, the Hungarians usually had to hire numerous mercenaries to make up numbers, as the availability of trained local troops was limited and most of those could not be called upon for campaigns, given that they usually garrisoned vital fortresses along the border.

There was little innovation in the Hungarian army of this period. What little did occur was usually introduced via Germany/Bohemia – such as the use of pikes and massed arquebus-armed infantry.

The rich Szekler nobles, who had provided the armoured Szekler cavalry earlier, had largely by now adopted full plate armour and acted as other gendarmes. While they continued to carry a bow it is unlikely that their armour allowed the effective use of it on the battlefield.



*Hungarian  
Hussar*

## HUNGARIAN



*Moldavian light cavalryman, Transylvanian halberdier, and Hungarian handgunner, c.1500, by Angus McBride © Osprey Publishing Ltd. Taken from Men-at-Arms 195: Hungary and the fall of Eastern Europe 1000–1568.*

Accordingly we have subsumed them into the rest of the nobles. If you wish to depict them, use some slightly “rustic” knight miniatures and attach a bow case to the horse.

By law Szeklers were only required to provide cavalry, but some armies consisting of mainly Szekler forces brought small numbers of infantry as well, who proved just as fierce as their mounted compatriots.

Field fortifications can be the usual barricades, abatis and ramparts but could also be wagon laagers, although it seems that by the time of Mohács no Hungarian commander knew how to draw one up.



*Hungarian Nobles*

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## CLASH OF EMPIRES

HUNGARIAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Nobles	1 BG	4 bases of Nobles: Average, Armoured Cavaliers – Light Lancers, Swordsmen
Szeklers	2 BGs	Each comprising 4 bases of Szeklers: Superior, Armoured Cavalry – Bow*, Light Lancers, Swordsmen
Hussars	2 BGs	Each comprising 4 bases of Hussars: Average, Unarmoured Light Horse – Bow, Swordsmen
Hussars	1 BG	4 bases of Hussars: Average, Unarmoured Light Horse – Bow
City militia	1 BG	10 bases of City militia: Average, Unarmoured Heavy Foot – Pike
Militia or mercenary crossbowmen	1 BG	6 bases of Militia or mercenary crossbowmen: Average, Unarmoured Light Foot – Crossbow
Militia or mercenary arquebusiers	1 BG	6 bases of Militia or mercenary arquebusiers: Average, Unarmoured Light Foot – Arquebus
Landsknechts	1 GBG	14 bases of Landsknechts: 12 Average, Armoured Heavy Foot – Pike; and 2 Average, Armoured Heavy Foot – Heavy Weapon
Camp	1	Unfortified camp
Total	11 BG equivalents	Camp, 24 mounted bases, 36 foot bases, 3 commanders

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- ♦ Commanders should be depicted as Nobles.
- ♦ The number of German mercenary men-at-

arms bases cannot exceed those of poorly-equipped German mercenary men-at-arms.

- ♦ Szekler foot can only be used if no other infantry is present and the maximum number of Szekler cavalry is used.
- ♦ Landsknecht arquebusiers can only be used if at least two Landsknecht Heavy Foot battle groups are present.

HUNGARIAN										
Territory Types: Agricultural, Hilly										
C-in-C	Great Commander/Field Commander/Troop Commander						80/50/35	1		
Sub-commanders	Field Commander						50	0–2		
	Troop Commander						35	0–3		
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Shooting	Impact	Close Combat				
Core Troops										
Nobles	Gendarmes	Fully Armoured	Superior	–	Heavy Lancers	Swordsmen	21	4–6	0–8	
	Gendarmes	Fully Armoured	Average	–	Light Lancers	Swordsmen	15	4–6	4–12	
	Cavaliers	Armoured	Average	–	Light Lancers	Swordsmen	14	4–6	12	
Hussars	Light Horse	Unarmoured	Average	Bow	–	–	7	4–6	0–12	
	Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9	4–6	8–30	
	Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4–6	30	
	Cavalry	Armoured	Average	Bow	–	Swordsmen	12	4–6	0–8	
	Cavalry	Armoured	Average	Bow*	Light Lance	Swordsmen	12	4–6	0–8	

# HUNGARIAN

Optional Troops											
City militia		Heavy Foot	Armoured	Average	–	Spearmen	Spearmen	5	6–8	0–8	0–16
			Unarmoured	Average Poor	–	Spearmen	Spearmen	4 2	6–10	0–16	
City militia	Only after 1512	Heavy Foot	Armoured	Average	–	Pike	Pike	6	8–12	0–12	
			Unarmoured					5			
Militia or mercenary crossbowmen		Medium Foot	Unarmoured	Average Poor	Crossbow	–	–	4 2	6–8	0–16	0–16
		Light Foot	Unarmoured	Average Poor	Crossbow	–	–	4 2	6–8		
Militia or mercenary arquebusiers	Only after 1515	Light Foot	Unarmoured	Average	Arquebus	–	–	6	6	0–6	
		Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6		
German mercenary men-at-arms		Horse	Heavily Armoured	Average	–	Light Lancers	Swordsmen	12	4–6	0–8	0–16
Poorly-equipped German mercenary men-at-arms		Horse	Armoured	Average	–	Light Lancers	Swordsmen	10	4–6	0–16	
				Horse	Armoured	Average	–	–	Swordsmen	9	4–6
Landsknechts				Heavy Foot	Armoured	Superior	–	Pike	Pike	9	8–16
		Armoured	Superior		–	Heavy Weapon	Heavy Weapon	9	0–2		
		Heavy Foot	Unarmoured	Superior	–	Pike	Pike	8	8–16	10–16	
			Unarmoured	Superior	–	Heavy Weapon	Heavy Weapon	8	0–2		
		Heavy Foot	Armoured	Average	–	Pike	Pike	6	8–16	10–16	
			Armoured	Average	–	Heavy Weapon	Heavy Weapon	6	0–2		
Heavy Foot	Unarmoured	Average	–	Pike	Pike	5	8–16	10–16			
	Unarmoured	Average	–	Heavy Weapon	Heavy Weapon	5	0–2				
Landsknecht arquebusiers		Light Foot	Unarmoured	Average	Arquebus	–	–	6	4–6	0–8	
		Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6–8		
Szekler cavalry		Light Horse	Unarmoured	Superior Average	Bow	–	Swordsmen	12 9	4–6	0–16	
			Cavalry	Unarmoured	Superior	Bow*	Light Lancers	Swordsmen			13
		Unarmoured		Average	10						
		Armoured		Superior	16						
		Armoured		Average	12						
		Cavalry	Unarmoured	Superior	Bow	–	Swordsmen	13			
Unarmoured	Average		10								
Armoured	Superior		16								
Armoured	Average	12									
Szekler foot		Light Foot	Unarmoured	Superior Average	Bow	–	–	8 5	6–8	0–12	
			Medium Foot	Unarmoured	Superior Average	Bow	–	–			8 5
		Medium Foot		Unarmoured	Superior Average	Bow	–	Swordsmen			9 6
			Light Artillery	–	Average	Light Artillery	–	–			12
Field guns	Medium Artillery	–	Average	Medium Artillery	–	–	20	2, 3 or 4	0–6		
Heavy field guns	Heavy Artillery	–	Average	Heavy Artillery	–	–	25				
Field fortifications	Field Fortifications	–	–	–	–	–	3	–	0–16		
Fortified camp							24		0–1		

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## EARLY VENETIAN COLONIAL

*This list covers the armies of the Venetian Republic in their overseas possession (da Mar) from 1494 to 1617. These territories stretched from the top of the Adriatic Sea, along the Dalmatian coast, to a number of islands off Greece and then to the major possessions of Crete and Cyprus in the eastern Mediterranean.*

The main enemy, indeed usually the only enemy that threatened these possessions, was the Ottoman Empire, which could, if it so wished, bring to bear overwhelming military resources against the Republic. As a result of this, Venetian possessions were mainly fortified towns and cities, invariably with harbours. Crete and Cyprus were partial exceptions to this, but even for these the Venetians planned to defend them from their fortifications rather than meet a major Turkish invasion in the field.

Whilst Ottoman raiding was a perennial problem, especially in Dalmatia, which had land borders with the Ottoman Empire, there were only two real wars between Venice and the Turks in the period covered by this list. The first, 1537–1540, was a naval affair which achieved little for either side, although by losing little Venice could probably claim to have achieved her objectives. The second war, the War of Cyprus 1570–1573,

was a more serious affair and drew Venice into the “Holy League” which won the great naval battle of Lepanto in 1571. Despite this, the Turks captured Cyprus from the Venetians and peace was agreed in 1573, much to the disgust of the other members of the Holy League.

### TROOP NOTES

The mainstay of the armies of Venice defending her overseas territories were the (in)famous Albanian stradiots, recruited from Venetian possessions in Dalmatia. These were supplemented by Croatians, known as “crovati”. These appear to have been armed, and to have fought, in much the same way as the stradiots, so we make no distinction between them in this list.

Fully-equipped men-at-arms, the elmeti, were rare in overseas armies, although they were desired. Instead, less fully equipped “cavalleria leggiera” who lacked horse armour and wore less complete harness were the main heavy cavalry element of the armies.

Scapoli were galley crew who sometimes fought on land in support of the stradiots and militia. They were armed with a mixture of close combat weaponry, mainly swords, which we classify as Swordsmen capability.

## EARLY VENETIAN COLONIAL

### EARLY VENETIAN COLONIAL STARTER ARMY (1601–1617)

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Elmeti and cavalleria leggier	1 BG	4 bases of Elmeti and cavalleria leggiera: Average, Heavily Armoured Gendarmes – Heavy Lancers, Swordsmen
Elmeti and cavalleria leggier	1 BG	4 bases of Elmeti and cavalleria leggiera: Average, Armoured Horse – Light Lancers, Pistol
Stradiots and crovati	4 BGs	Each comprising 4 bases of Stradiots and crovati: Average, Unarmoured Light Horse – Light Lancers, Swordsmen
Mounted arquebusiers	1 BG	4 bases of Mounted arquebusiers: Average, Unarmoured Light Horse – Carbine
Mercenary and select militia missilemen	2 BGs	Each comprising 6 bases of Mercenary and select militia missilemen: Average, Unarmoured Medium Foot – Arquebus
Mercenary and select militia missilemen	2 BGs	Each comprising 6 bases of Mercenary and select militia missilemen: Average, Unarmoured Light Foot – Arquebus
Militia	1 BG	10 bases of Militia: Poor, Unarmoured Heavy Foot – Pike
Artillery	1 BG	2 bases of Artillery: Average, Heavy Artillery – Heavy Artillery
Camp	1	Unfortified camp
Total	13 BGs	Camp, 28 mounted bases, 36 foot bases, 3 commanders

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Elmeti or Cavalleria Leggiera.
- Armies must contain more Stradiot and Crovati battle groups than the total number of all other mounted battle groups.



*Venetian Elmeti*

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# CLASH OF EMPIRES

EARLY VENETIAN COLONIAL											
Territory Types: Agricultural											
C-in-C		Great Commander/Field Commander/Troop Commander					80/50/35	1			
Sub-commanders		Field Commander					50	0-2			
		Troop Commander					35	0-3			
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Shooting	Impact	Melee				
Core Troops											
Elmeti and cavalleria leggier	Any date	Gendarmes	Heavily Armoured	Average	-	Heavy Lancers	Swordsmen	15	4-6	4-16	
	Only from 1601	Horse	Armoured	Average	-	Light Lancers	Pistol	10	4-6		
Stradiots and crovati		Light Horse	Unarmoured	Average	-	Light Lancers	Swordsmen	8	4-6	8-32	
Mounted crossbowmen		Light Horse	Armoured	Average	Crossbow	-	-	7	4-6	4-12 before 1518, 0-6 from 1518 to 1550	
			Unarmoured					5			
		Cavalry	Armoured	Average	Crossbow	-	-	8	4-6		
			Unarmoured					6			
Mercenary and select militia missilemen	Only before 1530	Medium Foot	Unarmoured	Average	Crossbow	-	-	4	6-8	6-48	
		Light Foot	Unarmoured	Average	Crossbow	-	-	4	6-8		
		Medium Foot	Unarmoured	Average	Arquebus	-	-	6	6-8		
		Light Foot	Unarmoured	Average	Arquebus	-	-	6	6-8		
	Only from 1530	Medium Foot	Unarmoured	Average	Arquebus	-	-	6	6-8		
		Light Foot	Unarmoured	Average	Arquebus	-	-	6	6-8		
Artillery		Heavy Artillery	-	Average	Heavy Artillery	-	-	25	2, 3 or 4	2-4	
		Medium Artillery	-	Average	Medium Artillery	-	-	20	2, 3 or 4		
		Light Artillery	-	Average	Light Artillery	-	-	12	2, 3 or 4		
Optional Troops											
Scapoli		Medium Foot	Unarmoured	Average	-	-	Swordsmen	5	6-8	0-8	
Mounted arquebusiers		Light Horse	Unarmoured	Average	Carbine	-	-	7	4-6	0-6	
Greek archers		Medium Foot	Unarmoured	Average	Bow	-	-	5	6-8	0-12	
		Light Foot	Unarmoured	Average	Bow	-	-	5	6-8		
Cappelleti	Only from 1551	Horse	Armoured	Average	-	Light Lancers	Swordsmen	10	4-6	0-6	
		Horse	Armoured	Average	Carbine	-	Pistol	11	4-6		
Militia		Only before 1518	Heavy Foot	Armoured	Poor	-	Spearmen	Spearmen	3	6-8	0-16
		Only from 1518	Heavy Foot	Unarmoured	Poor	-	Pike	Pike	3	8-12	0-16
		Only before 1518	Medium Foot	Unarmoured	Poor	Bow	-	-	3	6-8	0-24
			Light Foot	Unarmoured	Poor	Bow	-	-	3	6-8	
			Medium Foot	Unarmoured	Poor	Crossbow	-	-	2	6-8	
			Medium Foot	Unarmoured	Poor	Arquebus	-	-	4	6-8	
		Only from 1518	Light Foot	Unarmoured	Poor	Arquebus	-	-	4	6-8	0-24
			Medium Foot	Unarmoured	Poor	Arquebus	-	-	4	6-8	
Ditch and bank		Field Fortifications	-	-	-	-	-	3	-	0-24	
Fortified camp								24		0-1	

# WALLACHIAN, MOLDAVIAN AND TRANSYLVANIAN



*This covers the armies of these three states, covering the area that is now Romania, which spent most of the period as vassals of the Ottoman Empire. Wallachia was such a vassal for the whole of the period, whilst Moldavia was initially independent, but succumbed to vassal status in 1504. Transylvania was initially part of Hungary, but, following the Ottoman conquest of the majority of Hungary in the aftermath of Mohács in 1626, the Ottomans split it off as a semi-independent vassal.*



*Standard Bearer*

*Most military activity above the level of raiding was in conjunction with the Ottomans, or in occasional rebellion against them. The sometimes substantial contingents provided for the*

*Ottomans were on occasion sent on wide-ranging independent actions to distract the enemy, draw off troops and cause widespread devastation.*

*The list covers Wallachian and Moldavian armies from 1494 to 1698, and Transylvanian armies from 1494 until the eve of the Thirty Years' War.*

## TROOP NOTES

*Haiduks were border settlers and highly skilled at guerrilla-type warfare, and would be adopted by the Poles. Whilst primarily shooters, they were willing to fight in hand-to-hand combat with swords and axes if necessary. Thus we give them Swordsmen melee capability in addition to their shooting capability.*



*Transylvanian Commander*

### TRANSYLVANIAN STARTER ARMY (FROM 1600)

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Boyars	1 BG	4 bases of Boyars: Superior, Heavily Armoured Gendarmes – Heavy Lancers, Swordsmen
Veteran hussars	2 BGs	Each comprising 4 bases of Veteran hussars: Superior, Armoured Cavalry – Bow, Swordsmen
Viteji	1 BG	4 bases of Viteji: Average, Armoured Cavalry – Bow, Swordsmen
Hussars	2 BGs	Each comprising 4 bases of Hussars: Average, Unarmoured Light Horse – Bow, Swordsmen
Haiduks	1 BG	6 bases of Haiduks: Superior, Unarmoured Medium Foot – Arquebus, Swordsmen
Haiduks	2 BGs	Each comprising 6 bases of Haiduks: Average, Unarmoured Medium Foot – Arquebus, Swordsmen
Camp	1	Unfortified camp
Total	9 BGs	Camp, 24 mounted bases, 18 foot bases, 3 commanders

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## CLASH OF EMPIRES

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- ♦ Commanders should be depicted as Boyars.
- ♦ Battle groups designated as “(LT)” count as later tercios as defined in the rule book.

WALLACHIAN, MOLDAVIAN AND TRANSYLVANIAN											
Territory Types: Agricultural, Hilly, Woodlands											
C-in-C		Great Commander/Field Commander/Troop Commander					80/50/35	1			
Sub-commanders		Field Commander					50	0–2			
		Troop Commander					35	0–3			
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases		
	Type	Armour	Quality	Shooting	Impact	Melee					
Core Troops											
Boyars		Gendarmes	Heavily Armoured	Superior	–	Heavy Lancers	Swordsmen	21	4–6	4–12	
Viteji		Cavalry	Armoured Unarmoured	Average	Bow	–	Swordsmen	12 10	4–6	4–12	
Hussars		Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4–6	8–60	
		Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9		8–60	
		Light Horse	Unarmoured	Average	Bow	–	–	7	4–6	0–12	
Veteran hussars		Cavalry	Unarmoured Armoured	Superior	Bow	–	Swordsmen	13 16	4–6	0–8	
		Light Horse	Unarmoured	Superior	Bow	–	Swordsmen	12			
	Archers	Only before 1600	Medium Foot	Unarmoured	Average	Bow	–	–	5	6–8	6–48
Light Foot			Unarmoured	Average	Bow	–	–	5	6–8	0–24	
Optional Troops											
Voynuks	Only before 1600	Heavy Foot	Armoured	Average	–	Heavy Weapon	Heavy Weapon	6	6–8	0–8	
Haiduks	Only Transylvanian from 1550	Light Foot	Unarmoured	Average	Arquebus	–	–	6	6–8	0–18	
				Superior				9		0–6	
		Medium Foot	Unarmoured	Superior	Arquebus	–	Swordsmen	10	6–8	0–18	
				Average				7		0–12	
Peasants		Mob	Unarmoured	Poor	–	–	–	2	8–12	0–12	
Mercenary arquebusier companies		Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6–8	0–8	
Mercenary crossbowmen	Only before 1600	Medium Foot	Unarmoured	Average	Crossbow	–	–	4	6–8	0–8	
Mercenary cuirassiers	Only Transylvanian from 1600	Horse	Heavily Armoured	Average	–	Pistol	Pistol	12	4	0–4	
Mercenary bandellier reiters		Horse	Armoured	Average	Carbine	–	Pistol	11	4	0–4	
			Unarmoured	9							
Mercenary infantry		Medium Foot	Unarmoured	Average	Arquebus	–	–	7	6	9	
		Heavy Foot	Armoured	Average	–	Pike	Pike	6	3	(LT)	
Bombards or field guns		Medium Artillery	–	Average	Medium Artillery	–	–	20	2	0–2	
Ditch and bank fortifications		Field Fortifications	–	–	–	–	–	3	–	0–24	
Fortified camp								24		0–1	

## MAMLUK

Allies	
Polish allies (Only Moldavians before 1576) – Early Polish	
Crimean Tatar allies (Only Moldavians) – Tatar	
Ottoman Turkish allies – Early Ottoman Turkish (Before 1596) or Later Ottoman Turkish (From 1596)	

WALLACHIAN, MOLDAVIAN OR TRANSYLVANIAN ALLIES										
Allied Commander		Field Commander/Troop Commander					40/25	1		
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Shooting	Impact	Melee			
Boyars		Gendarmes	Heavily Armoured	Superior	–	Heavy Lancers	Swordsmen	21	4	0–4
Viteji		Cavalry	Armoured	Average	Bow	–	Swordsmen	12	4	0–4
			Unarmoured					10		
Hussars		Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4–6	4–20
		Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9		
		Light Horse	Unarmoured	Average	Bow	–	–	7	4	0–4
Archers	Only before 1600	Medium Foot	Unarmoured	Average	Bow	–	–	5	6–8	0–16
		Light Foot	Unarmoured	Average	Bow	–	–	5	6–8	0–8
Haiduks	Only Transylvanian from 1550	Light Foot	Unarmoured	Average	Arquebus	–	–	6	6	0–6
		Medium Foot	Unarmoured	Average	Arquebus	–	Swordsmen	7	6	

## MAMLUK



By the end of the 15th century, the Mamluk state was no longer a major player in the politics and warfare of the eastern Mediterranean. Although they retained extensive territorial possessions in Palestine and Syria, these were weakly held and when the Ottomans moved into the area in the wake of their defeat of the Safavid Persians at Chaldiran in 1514, it fell to the Turks as the result of a single battle in which the Mamluk Sultan was killed.

Following the loss of their territory outside Egypt, the Mamluks were forced onto the defensive within their own borders, awaiting the inevitable Ottoman assault. This finally came in 1517 when the armies met at the Battle of Raydaniyah. In this decisive clash, the Mamluks had finally realised that

they needed to try to find an answer to the Ottoman advantage in modern firearms and artillery. However, they adopted a too-static defensive position and were unable to react when the Ottomans manoeuvred to avoid the artillery-filled

### *Handgunner Battlegroup*



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## CLASH OF EMPIRES

redoubts the Mamluks had constructed. The ensuing battle was hard fought, but it ended in Mamluk defeat and the end of their state.

This list covers Mamluk armies from 1494 to 1517.

### TROOP NOTES

Mamluks were exhaustively trained slave soldiers of steppe origin. Halqa were mostly free-born cavalry, paid less than the mamluks, and of lower status. Devastating horse archery was central to Mamluk tactics, although they were also equipped

with lance and mace, but some of the Syrian troops had reverted to lancer tactics. The usual deployment was Mamluk horse archers in the centre, with Turcomans on one wing and Bedouin on the other.

As with many other armies in the east based around the horse archer, the Mamluks were instinctively reluctant to adopt firearms or gunpowder artillery. It was only in their final, unsuccessful, campaign against the invading Ottomans that the Mamluks used artillery in the field, but this proved too late to save them.

MAMLUK STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Sultan's mamluks	1 BG	4 bases of Sultan's mamluks: Elite, Heavily Armoured Cavalry – Bow, Swordsmen
Amirs' and previous sultans' mamluks	2 BGs	Each comprising 4 bases of Amirs' and previous sultans' mamluks: Superior, Armoured Cavalry – Bow, Swordsmen
Amirs' and previous sultans' mamluks	2 BGs	Each comprising 4 bases of Amirs' and previous sultans' mamluks: Average, Armoured Cavalry – Bow, Swordsmen
Bedouin	1 BG	4 bases of Bedouin: Average, Unarmoured Light Horse – Light Lancers, Swordsmen
Turcomans	1 BG	4 bases of Turcomans: Average, Unarmoured Light Horse – Bow, Swordsmen
Foot Archers	1 BG	6 bases of Foot Archers: Average, Unarmoured Light Foot – Bow
Javelinmen	1 BG	8 bases of Javelinmen: Average, Unarmoured Warriors – Light Spear
Handgunners	1 BG	6 bases of Handgunners: Average, Unarmoured Light Foot – Arquebus
Camp	1	Unfortified camp
Total	10 BGs	Camp, 28 mounted bases, 20 foot bases, 3 commanders

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- ♦ Commanders should be depicted as Sultan's mamluks.
- ♦ Camel mounted guns do not disorder horsed troops.

# MAMLUK



*Mamluk troops, c.1515, by Angus McBride © Osprey Publishing Ltd. Taken from Men-at-Arms 259: The Mamluks 1250–1517.*

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MAMLUK										
Territory Types: Agricultural										
C-in-C	Great Commander/Field Commander/Troop Commander						80/50/35	1		
Sub-commanders	Field Commander						50	0–2		
	Troop Commander						35	0–3		
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Shooting	Impact combat	Close Combat				
Core Troops										
Sultan's mamluks	Cavalry	Heavily Armoured	Elite	Bow	–	Swordsmen	22	4–6	0–6	0–12
			Superior				19			
	Cavalry	Armoured	Superior	Bow	–	Swordsmen	16	4–6	0–12	
		Average	12							
Amirs' and previous sultans' mamluks	Cavalry	Armoured	Superior	Bow	–	Swordsmen	16	4–6	12–36	
			Average				12			
Bedouin	Light Horse	Unarmoured	Average	–	Light Lancers	Swordsmen	8	4–6	4–18	
	Cavalry	Unarmoured	Average	–	Light Lancers	Swordsmen	9			



## CLASH OF EMPIRES

Optional Troops									
Turcomans	Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9	4–6	0–12
	Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4–6	
Foot archers	Medium Foot	Unarmoured	Average	Bow	–	–	5	6–8	0–12
			Poor				3		
	Light Foot	Unarmoured	Average	Bow	–	–	5	6–8	
			Poor				3		
Javelinmen	Warriors	Unarmoured	Average	–	Light Spear	–	4	6–8	0–12
Handgunners	Light Foot	Unarmoured	Average	Arquebus	–	–	6	4–6	0–6
	Medium Foot	Unarmoured	Average	Arquebus	–	–	6	4–6	
Syrian halqa	Cavalry	Armoured	Average	Bow	–	Swordsmen	12	4–6	0–12
	Cavalry	Armoured	Average	–	Light Lancers	Swordsmen	11	4–6	
Special Campaigns									
<b>Only in 1517</b>									
No Turcomans or halqa are allowed.									
Poor quality levies	Mob	Unarmoured	Poor	–	–	–	2	8–12	0–12
Ships' guns and bombards	Medium Artillery	–	Average	Medium Artillery	–	–	20	2, 3 or 4	2–4
Camel mounted light swivel guns	Light Artillery	–	Average	Light Artillery	–	–	12	2, 3 or 4	2–6
Wagons, stone redoubts or wooden palisade and ditch	Field Fortifications	–	–	–	–	–	3	–	0–18

MAMLUK ALLIES									
Allied Commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Shooting	Impact combat	Close Combat			
Sultan's mamluks	Cavalry	Armoured	Superior	Bow	–	Swordsmen	16	4	0–4
			Average				12		
Amirs' and previous sultans' mamluks	Cavalry	Armoured	Superior	Bow	–	Swordsmen	16	4–6	4–12
			Average				12		
Bedouin	Light Horse	Unarmoured	Average	–	Light Lancers	Swordsmen	8	4–6	4–6
	Cavalry	Unarmoured	Average	–	Light Lancers	Swordsmen	9	4–6	
Turcomans	Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9	4	0–4
	Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4	
Syrian halqa	Cavalry	Armoured	Average	Bow	–	Swordsmen	12	4	0–4
	Cavalry	Armoured	Average	–	Light Lancers	Swordsmen	11	4	

# AQ QOYUNLU TURCOMAN

*The Aq Qoyunlu* (White Sheep Turcomans) were granted lands in eastern modern Turkey by Timur following his defeat of the Ottomans at Ankara in 1402. In 1467, under Uzun Hasan, they defeated the Qara Qoyunlu (Black

*Pushan-dar Cavalry*



Sheep Turcomans) and took over their territory. At their height, they ruled modern eastern Turkey, Armenia, Azerbaijan, northern Iraq and western Iran. In 1473, however, they were defeated by the Ottomans at Tercan, losing their territories in Turkey. After 1490 the dynasty collapsed into civil war. They were conquered by the Safavids by 1508.

This list covers Aq Qoyunlu (White Sheep) Turcoman armies from 1494 to 1508.

## TROOP NOTES

Pushan-dar were the best-equipped of the cavalry, with a significant proportion being equipped with horse armour. The Tirkash-band were similarly equipped, but with lighter armour for the riders and no horse armour.

### AQ QOYUNLU TURCOMAN STARTER ARMY

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Pushan-dar	2 BGs	Each comprising 4 bases of Pushan-dar: Superior, Armoured Cavalry – Bow, Swordsmen
Tirkash-band	1 BG	4 bases of Tirkash-band: Superior, Armoured Cavalry – Bow, Swordsmen
Turcoman tribesmen	1 BG	4 bases of Turcoman tribesmen: Average, Unarmoured Cavalry – Bow, Swordsmen
Kurdish cavalry	1 BG	4 bases of Kurdish cavalry: Average, Armoured Cavalry – Light Lancers, Swordsmen
Turcoman tribesmen	2 BGs	Each comprising 4 bases of Turcoman tribesmen: Average, Unarmoured Light Horse – Bow, Swordsmen
Archers	1 BG	6 bases of Archers: Average, Unarmoured Medium Foot – Bow
Handgunners	1 BG	6 bases of Handgunners: Average, Unarmoured Medium Foot – Arquebus
Archers	1 BG	6 bases of Archers: Average, Unarmoured Light Foot – Bow
Handgunners	1 BG	6 bases of Handgunners: Average, Unarmoured Light Foot – Arquebus
Camp	1	Unfortified camp
Total	11 BGs	Camp, 28 mounted bases, 24 foot bases, 3 commanders

## BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special

instructions apply to this army:

- ♦ Commanders should be depicted as Pushan-dar.

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AQ QOYUNLU TURCOMAN										
Territory Types: Agricultural, Hilly										
C-in-C	Great Commander/Field Commander/Troop Commander						80/50/35	1		
Sub-commanders	Field Commander						50	0-2		
	Troop Commander						35	0-3		
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Shooting	Impact combat	Close Combat				
Core Troops										
Pushan-dar	Cavalry	Heavily Armoured	Superior	Bow	-	Swordsmen	19	4-6	0-6	6-18
		Armoured					16		0-18	
Tirkash-band	Cavalry	Armoured	Superior	Bow	-	Swordsmen	16	4-6	4-32	
			Average				12			
Turcoman tribesmen	Light Horse	Unarmoured	Average	Bow	-	Swordsmen	9	4-6	4-24	
	Cavalry	Unarmoured	Average	Bow	-	Swordsmen	10	4-6		
Archers	Medium Foot	Unarmoured	Average	Bow	-	-	5	6-8	0-24	6-24
			Poor				3		0-8	
	Light Foot	Unarmoured	Average	Bow	-	-	5	6-8	0-8	
Optional Troops										
Kurdish cavalry	Cavalry	Armoured	Average	-	Light Lancers	Swordsmen	11	4-6	0-12	
Handgunners	Medium Foot	Unarmoured	Average	Arquebus	-	-	6	6-8	0-12	
	Light Foot	Unarmoured	Average	Arquebus	-	-	6	6-8		
Bombards	Heavy Artillery	-	Average	Heavy Artillery	-	-	25	2	0-2	
Fortified camp							24		0-1	

## ANATOLIAN EMIRATES

*This list covers the armies of the small Anatolian Turcoman states from 1494 to 1515. These include Kastamonu, Karaman and Dulgadir, which was the last to fall to the Ottomans in 1515.*

### TROOP NOTES

Without the resources of their richer Ottoman neighbours, the armies of the various Anatolian states retained a very traditional composition, although they did add gunpowder artillery to the mix, mainly small guns.

*Noble Cavalryman*



## ANATOLIAN EMIRATES

### ANATOLIAN EMIRATES STARTER ARMY

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Noble cavalry	3 BGs	Each comprising 4 bases of Noble cavalry: Superior, Armoured Cavalry – Bow, Swordsmen
Turcoman tribesmen	1 BG	4 bases of Turcoman tribesmen: Average, Unarmoured Cavalry – Bow, Swordsmen
Turcoman tribesmen	1 BG	6 bases of Turcoman tribesmen: Average, Unarmoured Light Horse – Bow, Swordsmen
Turcoman tribesmen	2 BGs	Each comprising 4 bases of Turcoman tribesmen: Average, Unarmoured Light Horse – Bow, Swordsmen
Spearmen	1 BG	8 bases of Spearmen: Average, Unarmoured Warriors – Light Spear
Archers	1 BG	6 bases of Archers: Average, Unarmoured Medium Foot – Bow
Archers	2 BGs	Each comprising 6 bases of Archers: Average, Unarmoured Light Foot – Bow
Camp	1	Unfortified camp
Total	11 BGs	Camp, 30 mounted bases, 26 foot bases, 3 commanders

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

instructions apply to this army:

Choose an army based on the maxima and minima in the list below. The following special

- ♦ Commanders should be depicted as Noble Cavalry.

### ANATOLIAN EMIRATES

Territory Types: Agricultural, Hilly									
C-in-C	Great Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders	Field Commander						50	0–2	
	Troop Commander						35	0–3	
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Shooting	Impact combat	Close Combat			
Core Troops									
Noble cavalry	Cavalry	Armoured	Superior	Bow	–	Swordsmen	16	4–6	6–24
Turcoman tribesmen	Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9	4–6	12–84
	Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4–6	
Optional Troops									
Archers	Medium Foot	Unarmoured	Average	Bow	–	–	5	6–8	0–32
			Poor				3		
	Light Foot	Unarmoured	Average	Bow	–	–	5	6–8	
			Poor				3		
Spearmen	Warriors	Unarmoured	Average	–	Light Spear	–	4	6–8	0–16
Bombards	Heavy Artillery	–	Average	Heavy Artillery	–	–	25	2	0–2
Light guns	Light Artillery	–	Average	Light Artillery	–	–	12	2, 3 or 4	0–4
Fortified camp							24		0–1
Allies									
Mamluk allies (only Dulgadir) – Mamluk									

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# TATAR

*In the middle of the 13th century* the various Mongol successor groups (“hordes”) in the area of modern Russia, Ukraine, Kazakhstan and the Caucasus combined into a single horde known as the Golden Horde. In the 1440s, in a series of civil wars, the Horde broke up into eight separate Khanates: The Siberian Khanate, the Qasim Khanate, the Khanate of Kazan, the Khanate of Astrakhan, the Kazakh Khanate, the Uzbek Khanate, the Khanate of Crimea and the last remnant of the Golden Horde – the Great Horde.

Muscovite Russia finally broke free of Tatar control by 1480, and thereafter gradually annexed most of the Tatar khanates over the following centuries. In the period covered by this list the Kazan Khanate fell in 1552, Astrakhan in 1556, Siberia in 1598 and Qasim in 1681. The Crimean Khanate became an Ottoman vassal in 1475, although under Ottoman protection it expanded to subjugate the residue of the Great Horde by 1502, and was not itself annexed by Russia until 1783.

The Tatars were a major problem for both Russia and Poland-Lithuania in this period. It has been calculated that in the first half of the 16th century there were 43 major Tatar attacks on Muscovite territory, and Lithuania and Poland suffered 75 incursions between 1474 and 1569. Many of these were, in reality, massive slave raids in which tens of thousands of captives could be carried off to the slave markets, often ending up in Ottoman servitude.

This list covers the armies of the various Tatar khanates from 1494 to 1698. It also includes the more traditionally nomadic Nogai to the south-east of the khanates. Whilst these were not descended from the Mongol hordes, they were similar.

## TROOP NOTES

Possibly in imitation of the Ottoman Janissaries, the Crimean Khan maintained an infantry guard equipped with firearms. On the assumption that they were indeed Ottoman inspired, we allow them to have the Swordsmen melee capability. The guard were supported by a number of small light cannon, which we classify as Regimental Guns, as they appear to have been used for close support rather than used for long range shooting.

From the mid-17th century onwards, the Crimean Tatars at times allied themselves with Cossacks in wars against Muscovy or the Polish-Lithuanian Commonwealth. As Tatars were often the majority of such combined forces, despite the Cossacks nominally being the senior partner, we represent such alliances as Tatar with Cossack allies.

Petyhortsy were troops from the Caucasus who were more inclined than most steppe-style cavalry to engage in close combat, rather than the more usual preference for softening up the enemy with extensive shooting beforehand. However, as they did still sometimes shoot before charging in with the lance, we choose to give them the Bow\* shooting capability.

### *Tatar Tribesmen*



# TATAR



*Tatars, 17th century, by Angus McBride © Osprey Publishing Ltd. Taken from Men-at-Arms 188: Polish Armies 1569–1696 (2).*

## TATAR STARTER ARMY (CRIMEAN KHANATE FROM 1621)

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Best-equipped cavalry	2 BGs	Each comprising 4 bases of Best-equipped cavalry: Superior, Armoured Cavalry – Bow, Swordsmen
Tartar tribesmen	2 BGs	Each comprising 4 bases of Tartar tribesmen: Superior, Unarmoured Cavalry – Bow, Swordsmen
Tatar tribesmen	2 BGs	Each comprising 4 bases of Tatar tribesmen: Average, Unarmoured Light Horse – Bow, Swordsmen
Tufekci guards	1 BG	6 bases of Tufekci guards and Zarbuzan light guns supporting Tufekci guards: Average, Unarmoured Medium Foot – Musket, Swordsmen; and 1 Average Regimental Gun
Volga Germans	1 BG	8 bases of Volga Germans: Average, Unarmoured Medium Foot – Musket
Segban	3 BGs	Each comprising 3 bases of Segban: Average, Unarmoured Dragoons – Arquebus
Camp	1	Unfortified camp
Total	11 BGs	Camp, 24 mounted bases, 23 foot bases, 3 commanders

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### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

- ♦ Commanders should be depicted as best-equipped cavalry.

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

TATAR											
Territory Types: Agricultural (only Tatars), Steppes											
C-in-C		Great Commander/Field Commander/Troop Commander					80/50/35	1			
Sub-commanders		Field Commander					50	0-2			
		Troop Commander					35	0-3			
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases		
	Type	Armour	Quality	Shooting	Impact combat	Close Combat					
Core Troops											
Best-equipped cavalry		Cavalry	Armoured	Superior	Bow	–	Swordsmen	16	4-6	0-18	
Tatar tribesmen		Light Horse	Unarmoured	Superior	Bow	–	Swordsmen	12	4-6	16-72	
				Average				9			
		Cavalry	Unarmoured	Superior	Bow	–	Swordsmen	13	4-6		
				Average				10			
Optional Troops											
Moslem or Armenian archers	Only Crimean, Kazan and Astrakhan Khanates	Medium Foot	Unarmoured	Average	Bow	–	–	5	6-8	0-12	
				Poor				3			
Tufekci guards	Only Crimean Khanate before 1621	Medium Foot	Unarmoured	Average	Arquebus	–	Swordsmen	7	6	0-6	
	Only Crimean Khanate from 1621	Medium Foot	Unarmoured	Average	Musket	–	Swordsmen	8	6		
Zarbuzan light guns supporting tufenkci guards	Only Crimean Khanate	Regimental Guns	–	Average	Regimental Guns	Regimental Guns	–	9	n/a	0-1	
Petyhortsy	Only Crimean Khanate from 1550	Cavalry	Armoured	Average	Bow*	Light Lancers	Swordsmen	12	4-6	0-8	
Segban		Dragoons	Unarmoured	Average	Arquebus	–	–	7	3 or 4	0-12	
Volga Germans	Only Crimean Khanate from 1550 to 1620	Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6-8	0-8	
	Only Crimean Khanate from 1621	Medium Foot	Unarmoured	Average	Musket	–	–	7	6-8		
Fortified camp								24		0-1	
Allies											
Ottoman Turkish allies (Only Crimean Khanate) – Early Ottoman Turkish (Before 1596) or Later Ottoman Turkish (From 1596)											
Cossack allies (Only Crimean Khanate from 1547) – Cossack											

## EARLY RUSSIAN

TATAR ALLIES										
Allied Commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Shooting	Impact combat	Close Combat			
Best-equipped cavalry		Cavalry	Armoured	Superior	Bow	–	Swordsmen	16	4–6	0–6
Tatar tribesmen		Light Horse	Unarmoured	Superior Average	Bow	–	Swordsmen	12 9	4–6	4–24
		Cavalry	Unarmoured	Superior Average	Bow	–	Swordsmen	13 10	4–6	
Moslem or Armenian archers	Only Crimean, Kazan and Astrakhan Khanates	Medium Foot	Unarmoured	Average	Bow	–	–	5	6	0–6
				Poor				3		
Tufekci guards	Only Crimean Khanate before 1621	Medium Foot	Unarmoured	Average	Arquebus	–	Swordsmen	7	4	0–6 4
	Only Crimean Khanate from 1621	Medium Foot	Unarmoured	Average	Musket	–	Swordsmen	8	4	
Zarbuzaan light guns supporting tufekci guards	Only Crimean Khanate	Regimental Guns	–	Average	Regimental Guns	Regimental Guns	–	9	n/a	0–1
Petyhortsy	Only Crimean Khanate from 1550	Cavalry	Armoured	Average	Bow*	Light Lancers	Swordsmen	12	4	0–4
Segban		Dragoons	Unarmoured	Average	Arquebus	–	–	7	3 or 4	0–4

## EARLY RUSSIAN

After the defeat of the Tatars at the River Ugra in 1480, the Russians felt militarily and psychologically capable of militarily expanding their territories at the expense of their neighbours, especially the Tatar khanates on their eastern borders. Despite the longer term objective of removing the Tatar threat once and for all, the initial wars of the 16th century were aimed at Lithuania, with the city of Smolensk being a major target. In general these wars were somewhat inconclusive, but Smolensk was taken in 1514. Possibly the most important result of the wars with Lithuania

was that Russia demonstrated it could conduct large-scale warfare on and beyond its borders.

### *Boyar and retainer*



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## CLASH OF EMPIRES

In 1457, after a 14 year regency, Ivan IV, known to posterity as Ivan the Terrible (Ivan Grozny) ascended the throne and became the first Russian Tsar, his predecessors having been Grand Dukes of Moscow. Ivan immediately began to reform and improve his army, introducing more modern weaponry, and launched a number of aggressive campaigns. These were immediately successful, with the Tatar khanates of Kazan and Astrakhan falling in less than a decade, Ivan's new troops proving decisive.

With these successes under his belt, Ivan turned west and invaded Livonia, which was still ruled by the remnants of the Teutonic Order, now known as the Livonian Order. Once again the Russian army was successful, overrunning much of Livonia and capturing a number of important towns. However, such rapid success alarmed other powers in the region, and soon the war expanded to include Denmark, Sweden and Poland-Lithuania, all of whom had interests in the region and did not want to see it dominated by Russia. As the war was expanding, and turning against Russia, the increasingly erratic Ivan left his court in Moscow to set up what was effectively a state within a state under his direct personal rule, as opposed to the more traditional forms of Russian government. These lands were known as the *oprichnina*, and even maintained their own armed forces. The remainder of the kingdom, called the *zemshchina*, was administered separately. On occasion the forces of the oprichnina were used against the zemshchina, such as when Novgorod, the second city of Russia, was viciously sacked as a result of Ivan suspecting them of treason. To make things worse, in 1571 a major Crimean Tatar raid reached the outskirts of Moscow itself.

As a result of the worsening situation in Livonia, and the Tatar raid to Moscow, Ivan decided that the oprichnina had failed and returned to normal methods of governance. This allowed the Russian army to once again be an effective force in Livonia, although very much on the back foot in the war. Under pressure from both Sweden and Poland-Lithuania, the latter now more closely integrated following the election of Stefan Bathory to the throne, Russia was forced to ask for peace in 1582. This was agreed, although it meant Russia giving up territory it had previously won.

Following the death of Ivan's son, Fedor, in 1598, Russia entered a period of civil war that has become known as "The Time of Troubles". This did not end until the election of Tsar Mikhail Romanov in 1613. It even saw Moscow occupied by Polish troops in 1610-1611 and the temporary imposition of a Pole, the king's son Prince Wladislaus Vasa, as Tsar.

This list covers Russian armies from 1494 to 1630 when native Russians in western-style units were introduced by Tsar Mikhail Romanov.

### TROOP NOTES

Russian cavalry retained the horse archer tactics that they had adopted centuries earlier under Mongol influence. Whilst the ideal was for the rider to be well-armoured, many made do with quilted armour, especially the less well-off. Thus we allow cavalry battle groups to be Armoured or Unarmoured as the player chooses, depending on whether the majority of the riders have metal armour or not.

Streltsy were professional infantry founded by Ivan IV in 1550 to provide the Russian army with a reliable infantry force. They were armed with

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*Muscovy and Russian feudal infantry, 16th century, by Angus McBride © Osprey Publishing Ltd. Taken from Men-at-Arms 427: Armies of Ivan the Terrible.*

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## CLASH OF EMPIRES

long firearms and a heavy berdische axe, which could also be used as a rest for the firearm. Although long, the firearms were initially of a small bore and so we classify them as arquebus rather than musket. Later, in the 17th century, heavier bullets were used and a full musket classification is justified. The streltsy were so useful that their numbers rapidly increased, and they were deployed as garrisons throughout Russia.

Whilst light artillery had been used by Russian armies for the best part of a century, Ivan founded

a professional artillery corps, after which heavy artillery were a regular feature of Russian field armies, as well as being invaluable in sieges as Russia expanded.

At the start of the 17th century, the rebel army of Dmitrii Ivanovich was based around a core of Polish volunteers. These proved to be all but unstoppable by the loyalist Russian troops, beating far larger numbers of Russian cavalry in two battles. As well as the Poles, Dmitri was supported by a large number of Cossack allies.

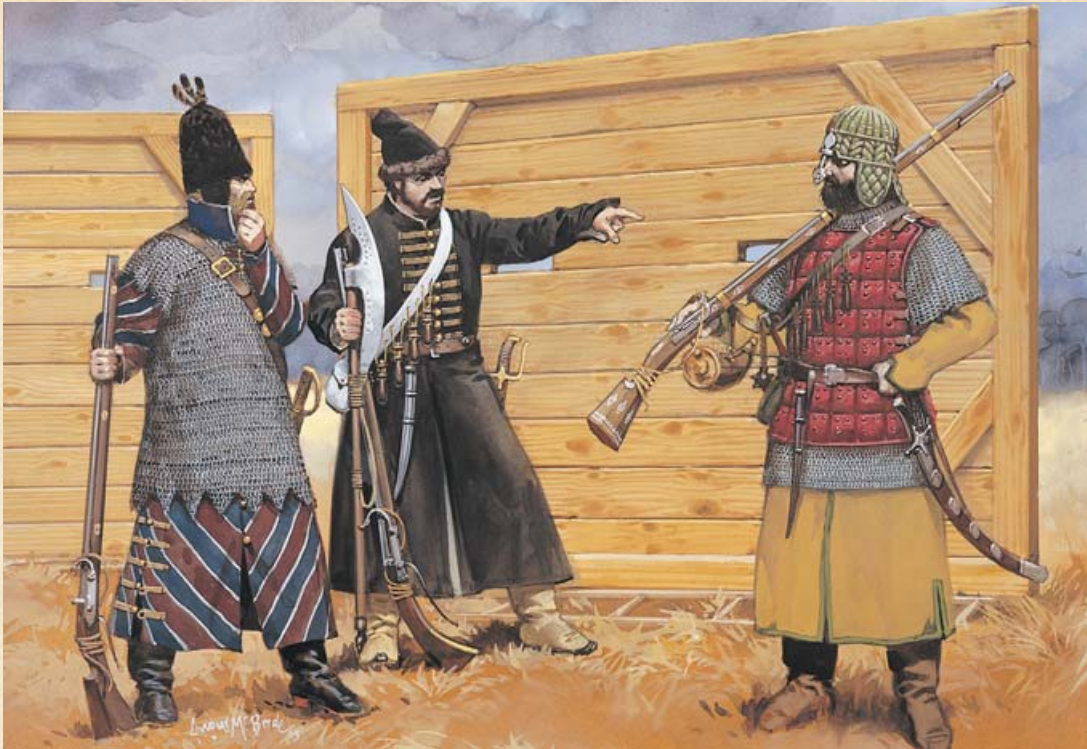
EARLY RUSSIAN STARTER ARMY (FROM 1621)		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Dvoryane, deti boyarskie and retainers	2 BGs	Each comprising 4 bases of Dvoryane, deti boyarskie and retainers: Superior, Armoured Cavalry – Bow, Swordsmen
Dvoryane, deti boyarskie and retainers	2 BGs	Each comprising 4 bases of Dvoryane, deti boyarskie and retainers: Average, Unarmoured Cavalry – Bow, Swordsmen
Cossack cavalry	1 BG	4 bases of Cossack cavalry: Average, Unarmoured Light Horse – Bow, Light Lancers, Swordsmen
Streltsy	3 BGs	Each comprising 6 bases of Streltsy: Average, Unarmoured Medium Foot – Musket, Heavy Weapon
Cossack infantry	1 BG	6 bases of Cossack infantry: Average, Unarmoured Light Foot – Arquebus
Pischals	1 BG	2 bases of Pischals: Average Heavy Artillery – Heavy Artillery
Camp	1	Unfortified camp
Total	10 BGs	Camp, 20 mounted bases, 26 foot bases, 3 commanders

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- ♦ Commanders should be depicted as Dvoryane.
- ♦ No more than half the Dvoryane, deti boyarskie and retainers battle groups can be Superior.
- ♦ Battle groups designated “(LT)” count as later tercios as defined in the rule book.

## EARLY RUSSIAN



*Strelets and urban Cossack musketeer, late 16th to early 17th century, by Angus McBride © Osprey Publishing Ltd. Taken from Men-at-Arms 427: Armies of Ivan the Terrible.*

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EARLY RUSSIAN										
Territory Types: Agricultural, Steppes										
C-in-C		Great Commander/Field Commander/Troop Commander					80/50/35	1		
Sub-commanders		Field Commander					50	0-2		
		Troop Commander					35	0-3		
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Shooting	Impact combat	Close Combat				
Core Troops										
Dvoryane, deti boyarskie and retainers		Cavalry	Armoured	Superior Average	Bow	-	Swordsmen	16 12	4-6	8-60
		Cavalry	Unarmoured	Superior Average	Bow	-	Swordsmen	13 10	4-6	
Streltsy	Only from 1550 to 1620	Medium Foot	Unarmoured	Average	Arquebus	Heavy Weapon	Heavy Weapon	7	6-8	6-24
	Only from 1621	Medium Foot	Unarmoured	Average	Musket	Heavy Weapon	Heavy Weapon	8	6-8	8-48
Pischals	Only from 1550	Heavy Artillery	-	Average	Heavy Artillery	-	-	25	2, 3 or 4	2-4
		Medium Artillery	-	Average	Medium Artillery	-	-	20	2, 3 or 4	



# CLASH OF EMPIRES

Optional Troops											
Tatar cavalry		Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9	4–6	0–12	
		Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4–6		
Militia spearmen	Only before 1550	Heavy Foot	Unarmoured	Poor	–	Spearmen	Spearmen	2	6–8	0–12	
Militia archers		Medium Foot	Unarmoured	Poor	Bow	–	–	3	6–8	0–12	
Militia arquebusiers (pishchal'niki)		Medium Foot	Unarmoured	Poor	Arquebus	–	–	4	6–8	0–18	
		Light Foot	Unarmoured	Poor	Arquebus	–	–	4	6–8	0–8	
Cossack infantry	Only before 1550	Light Foot	Unarmoured	Average	Bow	–	–	5	6–8	0–8	
	Only from 1550	Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6–8	0–16	
Cossack cavalry		Light Horse	Unarmoured	Average	Bow	Light Lancers	Swordsmen	10	4–6	0–12	
		Cavalry	Unarmoured	Average	–	Light Lancers	Swordsmen	9	4–6		
		Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4–6		
German mercenaries	Only from 1598	Medium Foot	Unarmoured	Average	Arquebus	–	–	7	6	9 (LT)	0–9
		Heavy Foot	Armoured	Average	–	Pike	Pike	6	3		
Sorokas, valkoneyka and other light guns		Light Artillery	–	Average	Light Artillery	–	–	12	2 or 3	0–3	
Gulay gorod		Field Fortifications	–	–	–	–	–	3	–	0–16	
Fortified camp								24		0–1	
Allies											
Crimean Tatar allies (only before 1509) – Tatar											
Special Campaigns											
Dmitrii Ivanovich, 1604–1605											
Cossack allies are compulsory. No German mercenaries, streltsy, pischals or gulay gorod are allowed											
Polish hussars		Determined Horse	Armoured	Superior	–	Impact Mounted	Swordsmen	23	4–6	8–12	
Polish armoured cossacks		Cavalry	Armoured	Superior	Bow	–	Swordsmen	16	4–6	4–8	
		Cavalry	Armoured	Superior	Carbine	–	Swordsmen	16	4–6		
		Cavalry	Armoured	Average	Bow	–	Swordsmen	12	4–6		
		Cavalry	Armoured	Average	Carbine	–	Swordsmen	12	4–6		
Cossack allies – Cossack											
Tsar Vasilii Shuiskii, 1606–1610											
Only core troops, sorokas, valkoneyka and other light guns, gulay gorod and fortified camp are allowed											
Swedish allies – Vasa Swedish											

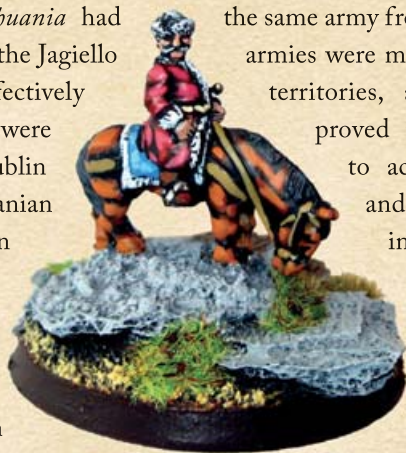
## EARLY POLISH

### EARLY RUSSIAN ALLIES

Allied Commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Shooting	Impact combat	Close Combat			
Dvoryane, deti boyarskie and retainers		Cavalry	Armoured	Superior Average	Bow	–	Swordsmen	16 12	4–6	4–20
		Cavalry	Unarmoured	Superior Average	Bow	–	Swordsmen	13 10		
Streltsy	Only from 1550 to 1620	Medium Foot	Unarmoured	Average	Arquebus	Heavy Weapon	Heavy Weapon	7	6–8	0–8
	Only from 1621	Medium Foot	Unarmoured	Average	Musket	Heavy Weapon	Heavy Weapon	8	6–8	0–16
Tatar cavalry		Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9	4	0–4
		Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4	
Militia spearmen	Only before 1550	Heavy Foot	Unarmoured	Poor	–	Spearmen	Spearmen	2	6	0–6
Militia archers		Medium Foot	Unarmoured	Poor	Bow	–	–	3	6	0–6
Militia arquebusiers (pishchal'niki)		Medium Foot	Unarmoured	Poor	Arquebus	–	–	4	6	0–6
Cossack infantry	Only before 1550	Light Foot	Unarmoured	Average	Bow	–	–	5	4	0–4
	Only from 1550	Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6	0–6
Cossack cavalry		Light Horse	Unarmoured	Average	Bow	Light Lancers	Swordsmen	10	4	0–4
		Cavalry	Unarmoured	Average	–	Light Lancers	Swordsmen	9	4	
		Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4	

## EARLY POLISH

Although Poland and Lithuania had shared the same kings of the Jagiello family since 1386, they were effectively independent until the two nations were formally united by the Union of Lublin in 1569, forming the Polish-Lithuanian Commonwealth (*Rzeczpospolita*). In addition to political independence, the two military forces also remained separate and with their own identities, although troops from both could find themselves in



the same army from time to time. Combined armies were most common in Lithuanian territories, as the Lithuanian army proved to be increasingly unable to act effectively on its own, and over time its military institutions came to mirror those of the Poles.

In this period Poland fought a number of wars

*Polish Commander*

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*Polish commander, hussar, and men-at-arms, early 16th century, by Gerry and Sam Embleton © Osprey Publishing Ltd. Taken from Men-at-Arms 445: Medieval Polish Armies 966–1500.*

## EARLY POLISH

with Russia and the Crimean Khanate. Those with Russia were mainly as a result of Lithuanian inability to deal with its aggressive neighbour, which resulted in the King, in his role of King of Lithuania, having to use his Polish resources to bolster and maintain his Lithuanian ones.

This list covers the armies of Poland from 1494 until the accession of Stefan Bathory in 1576. It also includes combined Polish-Lithuanian armies from circa 1530, of which the most important component were the Polish troops, the Lithuanians having become largely ineffective.

### TROOP NOTES

From the mid-15th century, standing companies were raised to replace the general feudal knightly levy. These had proved a liability by refusing to fight until the king agreed to their political demands, and then losing against a smaller force of Teutonic Knights. In peacetime, a relatively small standing army was maintained, mainly in the eastern provinces, but in wartime their numbers were increased. They were categorised as Lancer banners or Volley banners. Lancer banners contained men-at-arms and mounted crossbowmen in the approximate ratio of 1:2. In Volley banners the ratio was more like 1:4 or 1:5. Crossbows were replaced from around 1525 with the composite bow, which was more useful against eastern opponents. In the second half of the century the bow was itself replaced with the arquebus.

Battle groups with a substantial proportion of lancers are treated as Superior. Where the proportion of strzelcy is higher, the battle group is treated as Average. The armour of later men-at-arms got progressively lighter as some

strzelcy replaced their crossbows with lances, and gentry increasingly replaced knights. At the same time the lance became lighter, and developed into the hollow *kopia* lance, of up to 5 metres in length. These men would become the famous winged hussars.

The Draby infantry deployed in formations that were 8 to 10 ranks deep, with the front rank or two armed with spears, pikes or halberds, and sometimes armoured. The remaining ranks were missile armed, initially using crossbows, but rapidly changing to the arquebus in the second quarter of the 16th century. We represent these formations with a front rank with Light Spear capability in addition to their missile weapon, and a second rank of bases armed only with missile weapons. In accordance with Field of Glory design philosophy, we give them the armour capability of the majority of the battle group, in this case Unarmoured, despite a proportion being more heavily armoured.

#### *Landsknechts*



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## CLASH OF EMPIRES

### EARLY POLISH STARTER ARMY (FROM 1550)

EARLY POLISH STARTER ARMY (FROM 1550)		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Lancer banners	3 BGs	Each comprising 4 bases of Lancer banners: 2 Superior, Armoured Horse – Light Lancers, Swordsmen; and 2 Superior, Heavily Armoured Horse – Carbine, Swordsmen
Volley banners	2 BGs	Each comprising 4 bases of Volley banners: Average, Armoured Cavalry – Carbine, Swordsmen
Serbian hussars	1 BG	6 bases of Serbian hussars: Average, Unarmoured Light Horse – Light Lancers, Swordsmen
Draby	4 BGs	Each comprising 6 bases of Draby: 3 Average, Unarmoured Medium Foot – Arquebus, Light Spear; and 3 Average, Unarmoured Medium Foot – Arquebus
Wagon fortress		10 base frontage of Field Fortifications
Camp	1	Unfortified camp
Total	10 BGs	Camp, 24 mounted bases, 24 foot bases, 3 commanders

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- ♦ Commanders should be depicted as lancers.
- ♦ Lancer banners do not obey the normal formation rules for mixed battle groups, but instead (except as a result of lost bases) must have a front rank of lancers and a 2nd rank with crossbow, bow or carbine. Any additional rank or partial rank can include either or both types.
- ♦ Draby do not obey the normal formation rules for mixed battle groups, but instead (except as a result of lost bases) must have a front rank with Light Spear and a 2nd rank without. Any additional rank or partial rank can include either or both types.
- ♦ Landsknecht Light Foot cannot be fielded unless Landsknecht Heavy Foot are.
- ♦ Non arquebusier-only Landsknecht battle groups must have more Heavy Foot bases than Medium Foot bases.

### EARLY POLISH

EARLY POLISH										
Territory Types: Agricultural, Woodlands										
C-in-C		Great Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders		Field Commander						50	0-2	
		Troop Commander						35	0-3	
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Shooting	Impact combat	Close Combat			
Core Troops										
Lancer banners	Only before 1525	Horse	Heavily Armoured	Superior	–	Heavy Lancers	Swordsmen	16	1/2	4-6
		Horse	Heavily Armoured	Superior	Crossbow	–	Swordsmen	15	1/2	
		Horse	Armoured	Superior	–	Heavy Lancers	Swordsmen	13	1/2	4-6
		Horse	Armoured	Superior	Crossbow	–	Swordsmen	12	1/2	
	Only from 1525	Horse	Armoured	Superior	–	Light Lancers	Swordsmen	13	1/2	4-6
		Horse	Armoured	Superior	Bow	–	Swordsmen	14	1/2	
	Only from 1550	Horse	Armoured	Superior	–	Light Lancers	Swordsmen	13	1/2	4-6
		Horse	Armoured	Superior	Carbine	–	Swordsmen	14	1/2	

## EARLY POLISH

Volley banners	Only before 1525	Cavalry	Armoured	Average	Crossbow	–	Swordsmen	10	4–6	6–24	
	Only from 1525	Cavalry	Armoured	Average	Bow	–	Swordsmen	12	4–6		
	Only from 1550	Cavalry	Armoured	Average	Carbine	–	Swordsmen	12	4–6		
Draby	Only before 1525	Medium Foot	Unarmoured	Average	Crossbow	Light Spear	–	4	1/2	6–8	
		Medium Foot	Unarmoured	Average	Crossbow	–	–	4	1/2		
		Medium Foot	Unarmoured	Poor	Crossbow	Light Spear	–	2	1/2		6–8
		Medium Foot	Unarmoured	Poor	Crossbow	–	–	2	1/2		
	Only from 1525	Medium Foot	Unarmoured	Average	Arquebus	Light Spear	–	6	1/2	6–8	
		Medium Foot	Unarmoured	Average	Arquebus	–	–	6	1/2		
		Medium Foot	Unarmoured	Poor	Arquebus	Light Spear	–	4	1/2		6–8
Medium Foot	Unarmoured	Poor	Arquebus	–	–	4	1/2				
<b>Optional Troops</b>											
Noble levy	Only before 1525	Gendarmes	Heavily Armoured	Average	–	Heavy Lancers	Swordsmen	15	4–6	0–24	
	Only from 1525	Cavalry	Armoured	Average	–	Light Lancers	Swordsmen	11	4–6		
Lithuanian noble levy		Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4–6	0–12	
				Poor				8			
Lithuanian levy dregs		Cavalry	Unarmoured	Poor	Bow	–	–	6	8–10	0–10	
Tatars	Light Horse	Unarmoured	Superior	Average	Bow	–	Swordsmen	12	4–6	0–6	
			Average					9			
	Cavalry	Unarmoured	Superior	Average	Bow	–	Swordsmen	13	4–6		
			Average					10			
Serbian hussars		Light Horse	Unarmoured	Average	–	Light Lancers	Swordsmen	8	4–6	0–12	
Mercenary reiters		Horse	Heavily Armoured	Average	Pistol	–	Pistol	13	4–6	0–8	
			Armoured						11		
Haiduks		Medium Foot	Unarmoured	Average	Arquebus	–	Swordsmen	7	6–8	0–8	
Landsknechts	Only from 1550	Heavy Foot	Armoured	Average	–	Pike	Pike	6	10–16	10–16	
			Armoured			–	Heavy Weapon	Heavy Weapon	6		0–2
		Heavy Foot	Unarmoured	Average	–	Pike	Pike	5	10–16	10–16	
			Unarmoured			–	Heavy weapon	Heavy Weapon	5		0–2
		Heavy Foot	Armoured	Average	–	Pike	Pike	6	6–12	10–16	
							–	Heavy Weapon	Heavy Weapon		6
		Medium Foot	Unarmoured	Average	Arquebus	–	–	7	4–6		
		Heavy Foot	Unarmoured	Average	–	Pike	Pike	5	6–12	10–16	
							–	Heavy Weapon	Heavy Weapon		5
Medium Foot	Unarmoured	Average	Arquebus	–	–	7	4–6				
Light Foot	Unarmoured	Average	Arquebus	–	–	6	4	0–4			
Light guns		Light Artillery	–	Average	Light Artillery	–	–	12	2, 3 or 4	0–4	
Tabor		Battle Wagons	–	Average	Arquebus	–	–	20	2–4	0–8	
Wagon fortress		Field Fortifications	–	–	–	–	–	3	–	0–20	
Fortified camp								24		0–1	

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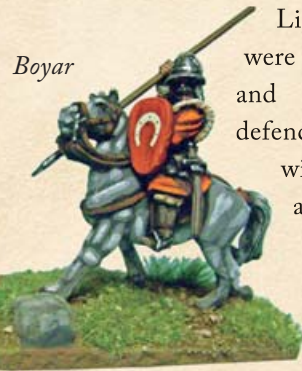
# CLASH OF EMPIRES

EARLY POLISH ALLIES										
Allied Commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Shooting	Impact combat	Close Combat			
Lancer banners	Only before 1525	Horse	Heavily Armoured	Superior	–	Heavy Lancers	Swordsmen	16	1/2	4-6
		Horse	Heavily Armoured	Superior	Crossbow	–	Swordsmen	15	1/2	
		Horse	Armoured	Superior	–	Heavy Lancers	Swordsmen	13	1/2	4-6
		Horse	Armoured	Superior	Crossbow	–	Swordsmen	12	1/2	
	Only from 1525	Horse	Armoured	Superior	–	Light Lancers	Swordsmen	13	1/2	4-6
		Horse	Armoured	Superior	Bow	–	Swordsmen	14	1/2	
	Only from 1550	Horse	Armoured	Superior	–	Light Lancers	Swordsmen	13	1/2	4-6
Horse		Armoured	Superior	Carbine	–	Swordsmen	14	1/2		
Volley banners	Only before 1525	Cavalry	Armoured	Average	Crossbow	–	Swordsmen	10	4-6	4-8
	Only from 1525	Cavalry	Armoured	Average	Bow	–	Swordsmen	12	4-6	
	Only from 1550	Cavalry	Armoured	Average	Carbine	–	Swordsmen	12	4-6	
Draby	Only before 1525	Medium Foot	Unarmoured	Average	Crossbow	Light Spear	–	4	1/2	6-8
		Medium Foot	Unarmoured	Average	Crossbow	–	–	4	1/2	
		Medium Foot	Unarmoured	Poor	Crossbow	Light Spear	–	2	1/2	6-8
		Medium Foot	Unarmoured	Poor	Crossbow	–	–	2	1/2	
	Only from 1525	Medium Foot	Unarmoured	Average	Arquebus	Light Spear	–	6	1/2	6-8
		Medium Foot	Unarmoured	Average	Arquebus	–	–	6	1/2	
		Medium Foot	Unarmoured	Poor	Arquebus	Light Spear	–	4	1/2	6-8
		Medium Foot	Unarmoured	Poor	Arquebus	–	–	4	1/2	
Serbian hussars	Light Horse	Unarmoured	Average	–	Light Lancers	Swordsmen	8	4-6	0-4	

# EARLY LITHUANIAN



*This list covers Lithuanian armies from 1494 until circa 1530, after which*



*Boyar*

Lithuanian troops were deemed ineffective and incapable of defending Lithuania without Polish assistance. Armies after this date are covered by the Early Polish list.

## TROOP NOTES

By this period the Lithuanian boyars had adopted the tactics of their Russian neighbours, becoming horse archers rather than lancers, although they did carry light lances. Additionally they no longer fought in the dispersed formations of previous centuries, but now tended to cluster together, perhaps as a result of their increasing lack of effectiveness and confidence.

The most effective troops in the Lithuanian army were those supplied by the Poles and Tatar mercenaries.

### EARLY LITHUANIAN STARTER ARMY (BEFORE 1525)

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Best-equipped boyars	2 BGs	Each comprising 4 bases of Best-equipped boyars: Superior, Armoured Cavalry – Bow, Swordsmen
Lesser boyars	3 BGs	Each comprising 4 bases of Lesser boyars: Average, Unarmoured Cavalry – Bow, Swordsmen
Polish lancer banners	2 BGs	Each comprising 4 bases of Polish lancer banners: 2 Superior, Heavily Armoured Horse – Heavy Lancers, Swordsmen; and 2 Superior, Heavily Armoured Horse – Crossbow, Swordsmen
Polish volley banners	1 BG	4 bases of Polish volley banners: Average, Unarmoured Cavalry – Crossbow, Swordsmen
Tatar or similar mercenaries	1 BG	4 bases of Tatar or similar mercenaries: Average, Unarmoured Light Horse – Bow, Swordsmen
Lithuanian archers	1 BG	6 bases of Lithuanian archers: Average, Unarmoured Medium Foot – Bow
Camp	1	Unfortified camp
Total	10 BGs	Camp, 36 mounted bases, 6 foot bases, 3 commanders

## BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Best-equipped boyars.

*Tatar Mercenary*



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## CLASH OF EMPIRES

- ♦ Polish lancer banners do not obey the normal formation rules for mixed battle groups, but instead (except as a result of lost bases) must have a front rank of lancers and a 2nd rank with crossbow or bow. Any additional rank or partial rank can include either or both types.
- ♦ Minima marked \* only apply if any Polish banners are used.

EARLY LITHUANIAN										
Territory Types: Agricultural, Woodlands, Steppes										
C-in-C		Great Commander/Field Commander/Troop Commander					80/50/35	1		
Sub-commanders		Field Commander					50	0-2		
		Troop Commander					35	0-3		
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Shooting	Impact combat	Close Combat			
Core Troops										
Best-equipped boyars		Cavalry	Armoured	Superior	Bow	-	Swordsmen	16	4-6	0-12
				Average				12		
Lesser boyars		Cavalry	Unarmoured	Average	Bow	-	Swordsmen	10	4-6	12-60
				Poor				8		
Polish lancer banners	Only before 1525	Horse	Heavily Armoured	Superior	-	Heavy Lancers	Swordsmen	16	1/2	*4-12
		Horse	Heavily Armoured	Superior	Crossbow	-	Swordsmen	15	1/2	
		Horse	Armoured	Superior	-	Heavy Lancers	Swordsmen	13	1/2	
		Horse	Armoured	Superior	Crossbow	-	Swordsmen	12	1/2	
	Only from 1525	Horse	Armoured	Superior	-	Light Lancers	Swordsmen	13	1/2	4-6
		Horse	Armoured	Superior	Bow	-	Swordsmen	14	1/2	
Polish volley banners	Only before 1525	Cavalry	Armoured	Average	Crossbow	-	Swordsmen	10	4-6	*4-12
	Only from 1525	Cavalry	Armoured	Average	Bow	-	Swordsmen	12	4-6	
Optional Troops										
Tatar or similar mercenaries		Light Horse	Unarmoured	Superior	Bow	-	Swordsmen	12	4-6	0-8
				Average				9		
		Cavalry	Unarmoured	Superior	Bow	-	Swordsmen	13	4-6	
				Average				10		
Lithuanian spearmen		Warriors	Unarmoured	Average	-	Light Spear	-	4	6-8	0-24
Lithuanian archers		Medium Foot	Unarmoured	Average	Bow	-	-	5	6-8	0-24
Serbian style hussars		Light Horse	Unarmoured	Average	-	Light Lancers	Swordsmen	8	4-6	0-6
Noble levy dregs		Cavalry	Unarmoured	Poor	Bow	-	-	6	8-10	0-10
Artillery		Light Artillery	-	Average	Light Artillery	-	-	12	2, 3 or 4	0-4
Field fortifications		Field Fortifications	-	-	-	-	-	3	-	0-12
Fortified camp								24		0-1
Allies										
Crimean Tatar allies - Tatar										

# KALMAR UNION



*This list covers the armies of the Scandinavian Kalmar Union and those of the “Swedish Rebels” from 1494 until the Union was dissolved in 1523 after Gustav Vasa ascended the Swedish throne.*

## TROOP NOTES

Danish armies usually contained large numbers of German men-at-arms, both mercenary and feudal (both Holstein and Schleswig being ruled by the Danish King).

Select Levy fought with 2 ranks of crossbowmen in the front and the polearmsmen using the reach of their weapons to help fight enemies in contact. To correctly represent the effects of this formation

under the rules, the Heavy Weapon bases are placed in the front rank.

Following common practice across Europe, the average Danish peasant was no longer permitted to possess or keep weapons at home. Nevertheless, the General Levy was called upon from time to time. In such cases the peasants were handed a simple spear as armament. This spear, called “Spiud”, was considered an inferior weapon and not very popular. Thus the enthusiasm of the General Levy suffered significantly and lack of practice in using arms did its part. In Norway the same applied, but the disarmament wasn’t generally adhered to. In Sweden most local nobles ignored the decree (if they weren’t in arms against the Union anyway).

*Landsknecht Halberdiers*



*German Gendarmes*



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## CLASH OF EMPIRES

KALMAR UNION STARTER ARMY (1520–1523)		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Scandinavian gendarmes	2 BGs	Each comprising 4 bases of Scandinavian gendarmes – Superior, Fully Armoured Gendarmes – Heavy Lancers, Swordsmen
Select levy	2 BGs	Each comprising 6 bases of Select levy: 3 Average, Armoured Heavy Foot – Heavy Weapon; and 3 Average, Armoured Medium Foot – Crossbow, Swordsmen
Scottish mercenaries	1 BG	8 bases of Scottish mercenaries: 8 Average, Unarmoured Warriors – Bow*, Impact Foot, Swordsmen
Landsknechts	1 GBG	14 bases of Landsknechts: 12 Average, Armoured Heavy Foot – Pike; and 2 Average, Armoured Heavy Foot – Heavy Weapon
Landsknecht arquebusiers	1 BG	6 bases of Landsknecht arquebusiers: Average, Unarmoured Light Foot – Arquebus
French mercenaries	1 BG	6 bases of French mercenaries: Average, Unarmoured Light Foot – Crossbow
Field guns	1 BG	2 bases of Field guns: Average Medium Artillery – Medium Artillery
Camp	1	Unfortified camp
Total	10 BG equivalents	Camp, 8 mounted bases, 48 foot bases, 3 commanders

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- ♦ Commanders should be depicted as gendarmes.
- ♦ If more than 8 bases total of German gendarmes or men-at-arms (of any type) are fielded, there must be at least 1 base of men-at-arms (of any type) for every base of gendarmes.
- ♦ Minima marked \* only apply if more than 6 bases of German men-at-arms with mixed equipment are fielded.
- ♦ Gendarmes can always dismount as Heavy Foot, Fully Armoured or Heavily Armoured (as mounted type), Superior or Average (as mounted type), Heavy Weapon.
- ♦ Men-at-arms with mixed equipment can always dismount as Heavy Foot, Heavily Armoured, Average, Heavy Weapon.
- ♦ Separately deployed poorly-equipped men-at-arms can always dismount as Heavy Foot, Armoured, Average, Heavy Weapon.
- ♦ Mixed select levy, Swedish select levy and Dalarna levy battle groups do not obey the normal formation rules for mixed battle groups, but instead (except as a result of lost bases) must have a front rank of polearmsmen (Heavy Weapon) and a 2nd rank of crossbowmen. Any additional rank or partial rank can include either or both types.
- ♦ If Landsknecht Verlorene Haufen are used, Landsknechte battle groups cannot include any integral Heavy Weapons.
- ♦ Landsknecht arquebusiers cannot outnumber Landsknecht Heavy Foot bases.
- ♦ Scandinavian Allied Commanders cannot command French or Scottish troops, and can command up to half the maximum of any other permitted troop type. Troops in Scandinavian ally contingents are deducted from the maxima in the main list.

# KALMAR UNION

KALMAR UNION											
Territory Types: Agricultural, Woodlands, Hilly											
C-in-C		Great Commander/Field Commander/Troop Commander					80/50/35	1			
Sub-commanders		Field Commander					50	0-2			
		Troop Commander					35	0-3			
Scandinavian Allied Commanders		Field Commander/Troop Commander					40/25	0-2			
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases		
	Type	Armour	Quality	Shooting	Impact	Close Combat					
Core Troops											
Scandinavian gendarmes	Gendarmes	Fully Armoured	Superior Average	–	Heavy Lancers	Swordsmen	21 15	4-6	4-8	6-12	
	Gendarmes	Heavily Armoured	Superior Average	–	Heavy Lancers	Swordsmen	21 15				
German gendarmes	Gendarmes	Fully Armoured	Superior Average	–	Heavy Lancers	Swordsmen	21 15	4-6	*4-6	*4-12	
German men-at-arms with mixed equipment	Horse	Heavily Armoured	Average	–	Light Lancers	Swordsmen	12	4-6			
German separately deployed poorly-equipped men-at-arms	Horse	Armoured	Average	–	Light Lancers	Swordsmen	10	4-6	0-8	*4-12	
	Horse	Armoured	Average	–	–	Swordsmen	9				
Select levy	Heavy Foot	Armoured	Average	–	Heavy Weapon	Heavy Weapon	6	1/2 or all	6-10	8-32	
	Medium Foot	Armoured	Average	Crossbow	–	Swordsmen	6	1/2 or 0			
Field guns	Medium Artillery	–	Average	Medium Artillery	–	–	20	2, 3 or 4	2-4	*4-12	
Heavy field guns	Heavy Artillery	–	Average	Heavy Artillery	–	–	25				
Optional Troops											
Separately deployed sergeants and followers	Cavalry	Armoured	Average	–	Light Lancers	Swordsmen	11	4-6	0-8		
Mounted crossbowmen	Cavalry	Armoured	Average	Crossbow	–	Swordsmen	10	4-6	0-8	0-12	
			Poor				7				
Mounted arquebusiers	Cavalry	Heavily Armoured	Average	Carbine	–	Swordsmen	14	4-6	0-8		
	Cavalry	Armoured	Average Poor	Carbine	–	Swordsmen	12 9	4-6	0-12		
General levy	Mob	Unprotected	Poor	–	–	–	2	8-12	0-64		
Swedish general levy	Heavy Foot	Unprotected	Poor	–	Spearmen	Spearmen	2	8-12	Up to 1 per 2 bases of Mob		
French mercenaries	Only from 1520 to 1523	Light Foot	Unarmoured	Average	Crossbow	–	–	4	6-8	0-8	0-16
Scottish mercenaries	Warriors	Unarmoured	Average	Bow*	Impact Foot	Swordsmen	7	6-8	0-16		

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## CLASH OF EMPIRES

Landsknechts		Heavy Foot	Armoured	Superior	–	Pike	Pike	9	8–16	10–16	0–32
			Armoured		–	Heavy Weapon	Heavy Weapon	9	0–2		
		Heavy Foot	Unarmoured	Superior	–	Pike	Pike	8	8–16	10–16	
			Unarmoured		–	Heavy Weapon	Heavy Weapon	8	0–2		
		Heavy Foot	Armoured	Average	–	Pike	Pike	6	8–16	10–16	
			Armoured		–	Heavy Weapon	Heavy Weapon	6	0–2		
Heavy Foot	Unarmoured	Average	–	Pike	Pike	5	8–16	10–16			
	Unarmoured		–	Heavy Weapon	Heavy Weapon	5	0–2				
Landsknecht Verlorene Haufen	Only before 1506	Medium Foot	Armoured	Superior	–	Heavy Weapon	Heavy Weapon	9	4	0–1 BG per 2 Landsknecht pike BGs	
Landsknecht arquebusiers	Any date	Light Foot	Unarmoured	Average	Arquebus	–	–	6	4–6	0–12	0–6 before 1513,
	Only after 1515	Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6–8	0–12	0–12 from 1513
<b>Allies</b>											
German allies – German States – See Field of Glory Renaissance Companion 2: <i>Trade and Treachery</i>											
<b>Special Campaigns</b>											
<b>Swedish “Rebel” armies</b>											
Swedish Rebel armies cannot include more than 4 Scandinavian gendarmes, more than 12 mounted bases, nor any German, French, Scottish or Landsknecht troops. Only Swedish Rebel allies are permitted. Swedish Rebel Allied Commanders can command any of the troops permitted in the army, but must command at least one Battle Group of Swedish select levy. Troops in Swedish Rebel ally contingents are deducted from the maxima in the main list.											
Swedish Rebel Allied Commanders		Field Commander/Troop Commander						40/25	0–2		
Swedish select levy		Heavy Foot	Armoured	Average	–	Heavy Weapon	Heavy Weapon	6	1/2	6–10	16–80
		Medium Foot	Armoured	Average	Crossbow	–	Swordsmen	6	1/2		
		Heavy Foot	Unarmoured	Average	–	Heavy Weapon	Heavy Weapon	5	1/2	6–10	
		Medium Foot	Unarmoured	Average	Crossbow	–	Swordsmen	5	1/2		
Dalarna levy		Heavy Foot	Armoured	Superior	–	Heavy Weapon	Heavy Weapon	9	1/2	6–10	0–20
		Medium Foot	Armoured	Superior	Crossbow	–	Swordsmen	9	1/2		
Tree barricades		Field Fortifications	–	–	–	–	–	3	–	0–32	

# CAUCASIAN STATES

*This list covers the armies of the small states in the Caucasus region such as Christian Georgia and Muslim Dagestan and Chechnya.*

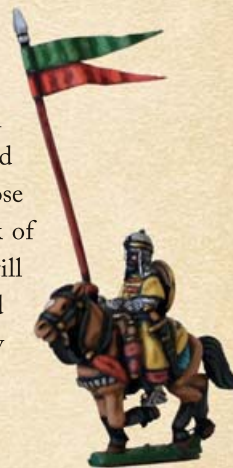
## TROOP NOTES

From around the early 1620s firearms replaced bow use amongst the infantry and some of the cavalry. The latter reserved theirs for a shot at close range whilst charging, but relied on their swords for close combat. When armed with firearms the cavalry do not appear to have skirmished, and so we classify them as Horse rather than Cavalry. Infantry with firearms used skirmishing tactics rather than being formed up in formal bodies.

Those tribes who supplied the Petyhortsy in other armies were more inclined than other

Caucasian tribes to engage in close combat, rather than the more usual preference for softening up the enemy with extensive shooting beforehand. To represent this on the table top we classify their nobles as Bow\*, Light Lancers, Swordsmen, which gets the right balance between an incentive to stand off and shoot and an incentive to close combat. However, the bulk of the tribal cavalry were still primarily horse archers and so they do not have any Lancers capabilities.

*Noble Cavalryman*



## CAUCASIAN STATES STARTER ARMY (FROM 1620)

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Noble cavalry	2 BGs	Each comprising 4 bases of Noble cavalry: Superior, Armoured Cavalry – Bow, Swordsmen
Noble cavalry	2 BGs	Each comprising 4 bases of Noble cavalry: Superior, Armoured Horse – Impact Pistol, Swordsmen
Light cavalry	2 BGs	Each comprising 4 bases of Light cavalry: Average, Unarmoured Light Horse – Bow, Swordsmen
Foot warriors	2 BGs	Each comprising 6 bases of Foot warriors: Average, Unarmoured Warriors – Light Spear, Swordsmen
Musketeers	2 BGs	Each comprising 6 bases of Musketeers: Average, Unarmoured Light Foot – Musket
Skirmishing javelinmen	1 BG	8 bases of Skirmishing javelinmen: Average, Unarmoured Light Foot – Javelins
Camp	1	Unfortified camp
Total	11 BGs	Camp, 24 mounted bases, 32 foot bases, 3 commanders

## BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- ♦ Commanders should be depicted as Noble cavalry.
- ♦ If any Noble cavalry have Bow\*, then all must.

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## CLASH OF EMPIRES

CAUCASIAN STATES										
Territory Types: Agricultural, Hilly										
C-in-C	Great Commander/Field Commander/Troop Commander							80/50/35	1	
Sub-commanders	Field Commander							50	0-2	
	Troop Commander							35	0-3	
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Shooting	Impact combat	Close Combat				
Core Troops										
Noble cavalry	Any date	Cavalry	Armoured	Superior	Bow	–	Swordsmen	16	4-6	4-32
		Cavalry	Unarmoured	Superior	Bow	–	Swordsmen	13	4-6	
		Cavalry	Armoured	Superior	Bow*	Light Lancers	Swordsmen	16	4-6	
		Cavalry	Unarmoured	Superior	Bow*	Light Lancers	Swordsmen	13	4-6	
	Only from 1620	Horse	Armoured	Superior	–	Pistol	Swordsmen	13	4-6	
		Horse	Unarmoured	Superior	–	Pistol	Swordsmen	11	4-6	
Light cavalry	Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9	4-6	8-64	
	Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4-6		
Foot warriors	Warriors	Unarmoured	Average	–	Light Spear	–	4	6-8	0-48	6-48
	Warriors	Unarmoured	Average	–	Light Spear	Swordsmen	5	6-8	0-24	
Archers	Only before 1620	Light Foot	Unarmoured	Average	Bow	–	–	5	6-8	6-24
		Medium Foot	Unarmoured	Average	Bow	–	–	5	6-8	
Musketeers	Only from 1620	Light Foot	Unarmoured	Average	Musket	–	–	7	6-8	
Optional Troops										
Skirmishing javelinmen	Light Foot	Unarmoured	Average	Javelins	–	–	4	6-8	0-12	
Allies										
Russian allies (only Georgia in 1592) – Early Russian										

## KNIGHTS OF ST JOHN

*This list covers the Knights of St John, or Hospitallers, from 1494 to the Siege of Malta in 1565.*

The Knights were engaged, virtually throughout the entire period, in a continual struggle against the forces of Islam. Much of this fighting was at sea, where the Knights maintained a small but highly effective force of galleys which made the Mediterranean Sea a hazardous area for the

Ottoman Turks. On land they were not afraid to act as allies to greater powers such as the Holy Roman Empire and Venice in a number of major campaigns.

The most famous engagements of the Knights were, however, the sieges of Rhodes in 1522 and Malta in 1564. In both engagements a small number of brothers and brethren of the order were supported by larger numbers of mercenaries and local militia groups in facing up to vastly superior

## KNIGHTS OF ST JOHN

numbers of Ottoman Turks. In the first siege they were forced to surrender Rhodes to the besiegers, albeit then being allowed to march out with the full honours of war.

At Malta, despite desperate moments and near disaster, they held out to record one of the greatest victories of the Order. Despite this, the Order began to decline sharply and whilst surviving to the end of the 18th century they were never again a significant force.

### TROOP NOTES

As stated above, the actual number of Brother Knights was very small and tended to adopt the

roles of commanders or at best small bodies of elite troops to lead the line and inspire the mercenaries and local militias who supported them. They were, however, heavily armoured and excellent fighters, so their contribution either mounted or on foot must not be underestimated.

At Rhodes, in addition to the approximately 500 brethren, the garrison consisted of 1,000 men-at-arms, 800 Cretan mercenaries (crossbowmen), and several thousand militia. At Malta the defenders were 500 or so brethren supported by 3,000 Maltese militia, 1,200 Spanish and other mercenaries, including armoured pikemen, and many Greek residents, slaves etc.



*The fall of St Elmo's Fort, 1565, by Christa Hook © Osprey Publishing Ltd. Taken from Campaign 50: Malta 1565.*

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## CLASH OF EMPIRES

### KNIGHTS OF ST JOHN STARTER ARMY (FROM 1523)

KNIGHTS OF ST JOHN STARTER ARMY (FROM 1523)		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Brother knights	1 BG	2 bases of Brother knights: Elite, Fully Armoured Gendarmes – Heavy Lancers, Swordsmen
Other brethren, turkopoles, etc.	1 BG	4 bases of Other brethren, turkopoles, etc.: Superior, Heavily Armoured Gendarmes – Heavy Lancers, Swordsmen
Other brethren, turkopoles, etc.	1 BG	4 bases of Other brethren, turkopoles, etc.: Superior, Heavily Armoured Heavy Foot – Heavy Weapon
Mercenary pikemen	2 BGs	Each comprising 10 bases of Mercenary pikemen: Average, Armoured Heavy Foot – Pike
Mercenary halberdiers	1 BG	6 bases of Mercenary halberdiers: Average, Armoured Heavy Foot – Heavy Weapon
Mercenary arquebusiers	4 BGs	Each comprising 6 bases of Mercenary arquebusiers: Average, Unarmoured Medium Foot – Arquebus
Camp	1	Unfortified camp
<b>Total</b>	<b>10 BGs</b>	<b>Camp, 6 mounted bases, 54 foot bases, 3 commanders</b>

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- ♦ Commanders should be depicted as per the Brother Knights either mounted or dismounted.
- ♦ Brother Knights can always dismount as Heavy Foot, Fully Armoured, Elite, Heavy Weapon.
- ♦ Lesser Brethren can dismount as Heavy Foot, Heavily Armoured, Superior, Heavy Weapon

### KNIGHTS OF ST JOHN

KNIGHTS OF ST JOHN										
Territory Types: Agricultural,										
C-in-C		Great Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders		Field Commander						50	0–2	
		Troop Commander						35	0–3	
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Shooting	Impact combat	Close Combat			
Core Troops										
Brother knights		Gendarmes	Fully Armoured	Elite	–	Heavy Lancers	Swordsmen	25	2–4	0–4
Other brethren, turkopoles, etc.	Any date	Gendarmes	Heavily Armoured	Superior	–	Heavy Lancers	Swordsmen	21	4–6	4–8
	Only from 1523	Heavy Foot	Heavily Armoured	Superior	–	Heavy Weapon	Heavy Weapon	10	4–6	
Cretan and colonist crossbowmen	Only before 1523	Medium Foot	Unarmoured	Average	Crossbow	–	–	4	6–8	12–96
Mercenary halberdiers		Heavy Foot	Armoured	Average	–	Heavy Weapon	Heavy Weapon	6	6–8	6–24
Mercenary arquebusiers		Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6–8	6–18

## SAFAVID PERSIAN

Optional Troops										
Greek archers	Only before 1523	Medium Foot	Unarmoured	Average	Bow	–	–	5	6–8	0–12
		Light Foot	Unarmoured	Average	Bow	–	–	5	6–8	
Mercenary pikemen	Only from 1523	Heavy Foot	Armoured	Average	–	Pike	Pike	6	8–12	0–32
Mercenary halberdiers		Heavy Foot	Armoured	Average	–	Heavy Weapon	Heavy Weapon	6	6	0–12
Mercenary arquebusiers		Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6–8	12–48
Organ guns and other light artillery		Light Artillery	–	Average	Light Artillery	–	–	12	2, 3 or 4	0–4
Bombards or field artillery		Medium Artillery	–	Average	Medium Artillery	–	–	20	2	0–2
		Heavy Artillery	–	Average	Heavy Artillery	–	–	25	2	0–2
Special Campaigns										
<b>Siege of Malta, 1565</b>										
Maltese levies		Mob	Unarmoured	Average	–	–	–	4	8–12	8–24
Greek and other residents		Heavy Foot	Unarmoured	Average	–	Heavy Weapon	Heavy Weapon	5	6–8	8–24
Neapolitan Spanish allies – Early Imperial Spanish Allies										

## SAFAVID PERSIAN

*The Safavid dynasty that ruled Persia from 1501 to 1722 had its basis in the Shi'a Safaviyeh Sufi Order founded at the start of the 14th century. The religious nature of the dynasty is reflected by the fact that its founder, Ismā'il, when starting his campaign of conquest, vowed to make Shi'a Islam the official religion of Iran. Ismā'il found significant support among the people of Azerbaijan as well as some eastern parts of the Ottoman Empire, and peoples of this region formed the core of his army. These formed the qizilbash ("red heads"), a religiously inspired military movement, named for their wearing of red headwear.*

In 1501, Ismā'il I proclaimed himself Shah, choosing Tabriz, in Iran's northernmost province of Azerbaijan, as his capital. In that year he also defeated the Aq Qoyunlu (White Sheep Turks) in battle, and by 1510 had conquered the whole of Iran.

This rapid expansion inevitably brought the Safavids into conflict with the Ottoman Empire, and in 1514, at the Battle of Chaldiran, they were defeated in a bloody battle, mainly as a result of the Ottomans' use of gunpowder weapons. This defeat undermined the religious authority of the Safavid Shah, and when Ismā'il died in 1524, leaving his 10-year-old son as his successor, a series of civil wars erupted amongst the qizilbash factions. These only ended when the new Shah, Tahmāsp, came of age and imposed his authority. However, despite this there followed a number of wars with the Ottomans in the west and Uzbeks in the east that resulted in a loss of territory for the Safavids, including their original capital of Tabriz.

The Safavids undoubtedly reached their height under the famous Shah Abbas I (1587–1629). He moved the capital to Isfahan, near the ancient capital of the Persian Empire, and as a result the

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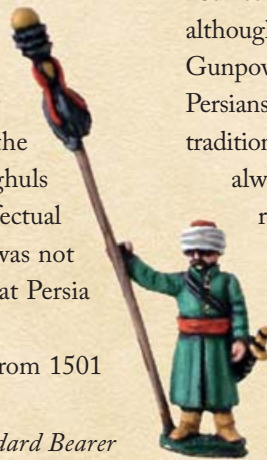


Empire became much more Persian in character, and guaranteed that Shi'a Islam would remain the dominant form of Islam in Iran in future centuries. Wars continued intermittently between Persia and the Ottomans and Uzbeks, but no great changes in territory resulted from these. In fact, the border agreed between Iran and Turkey in 1639 remains today.

After Shah Abbas, the Safavid state entered a period of decline. In addition to their traditional enemies, they started to come under pressure from the Russians in the Caucasus region, also from the Moghuls in the east. A series of relatively ineffectual rulers did not help, nevertheless it was not until after the end of our period that Persia lost territory and fell.

This list covers Safavid armies from 1501 to 1698.

*Standard Bearer*



## TROOP NOTES

In common with many eastern noble cavalry, the Persian qizilbashs and nobles personally disdained firearms. Their rulers, however, from the founder Shah Ismail onwards, recognised that these were now a necessary part of a modern army, and instituted a large corps of infantry with firearms. Numbers rapidly increased, and by the end of the 16th century numbers of up to 40,000 are quoted, although not all were fielded at any one time. Gunpowder artillery was also used, although the Persians found these harder to integrate into their traditional horse archer tactics, and so they did not always take part in battles. This was partly remedied by using lighter guns which could keep up better with the army on the march.

Throughout the period, the Persian cavalry remained a very effective force. Even in battles they lost against the Ottomans, they caused massive losses to the enemy before they broke.

SAFAVID PERSIAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Elite qizilbashs	1 BG	4 bases of Elite qizilbashs: Superior, Heavily Armoured Cavalry – Bow, Swordsmen
Other qizilbashs and Persian cavalry	1 BG	4 bases of Other qizilbashs and Persian cavalry: Superior, Armoured Cavalry – Bow, Swordsmen
Other qizilbashs and Persian cavalry	2 BGs	Each comprising 4 bases of Other qizilbashs and Persian cavalry: Average, Armoured Cavalry – Bow, Swordsmen
Turcomans	2 BGs	Each comprising 4 bases of Turcomans: Average, Unarmoured Light Horse – Bow, Swordsmen
Tufangchis	4 BGs	Each comprising 6 bases of Tufangchis: Average, Unarmoured Medium Foot – Musket
Camp	1	Unfortified camp
Total	10 BGs	Camp, 24 mounted bases, 24 foot bases, 3 commanders

## SAFAVID PERSIAN

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Elite qizilbashes.
- Camel guns do not disorder horsed troops.

SAFAVID PERSIAN											
Territory Types: Agricultural, Hilly											
C-in-C		Great Commander/Field Commander/Troop Commander					80/50/35		1		
Sub-commanders		Field Commander					50		0-2		
		Troop Commander					35		0-3		
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases		
	Type	Armour	Quality	Shooting	Impact combat	Close Combat					
Core Troops											
Elite qizilbashes		Cavalry	Heavily Armoured	Elite	Bow	-	Swordsmen	22	4-6	0-6	12-48
				Superior				19			
Other qizilbashes and Persian cavalry		Cavalry	Armoured	Superior	Bow	-	Swordsmen	16	4-6	8-48	
				Average				12			
Tufangchis	Only from 1515 to 1590	Medium Foot	Unarmoured	Average	Arquebus	-	-	6	6-8	6-36	
	Only from 1591	Medium Foot	Unarmoured	Average	Musket	-	-	7	6-8		
Optional Troops											
Turcomans		Light Horse	Unarmoured	Average	Bow	-	Swordsmen	9	4-6	0-18	
		Cavalry	Unarmoured	Average	Bow	-	Swordsmen	10	4-6		
Levy archers		Medium Foot	Unarmoured	Average	Bow	-	-	5	6-8	0-24	
				Poor				3			
Spears placed in the ground to cover half the bases of each levy archer BG		Portable Defences	-	-	-	-	-	3	-	All levy archer BGs or none	
Arquebusiers	Only before 1515	Medium Foot	Unarmoured	Average	Arquebus	-	-	6	4-6	0-6	
		Light Foot	Unarmoured	Average	Arquebus	-	-	6	4-6	0-6	
"Falconetti" on carts or zamburak camel guns	Only from 1515	Light Artillery	-	Average	Light Artillery	-	-	12	2, 3 or 4	0-2 before 1591 0-4 from 1591	
Topchis artillery		Medium Artillery	-	Average	Medium Artillery	-	-	20	2	0-2	

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## EARLY IMPERIAL AUSTRIAN

*This list covers the armies of the Habsburg dynasty in the southern and south-eastern parts of Germany (i.e. South Germany and Austria) from 1520 till 1558, extending to include remnants of the Bohemian-Hungarian kingdom after 1527.*

Until the fall of Hungary, this area saw occasional raids and skirmishes but little serious military campaigning. After the Habsburgs took over significant parts of Hungary, following the death of King Louis II in the aftermath of the battle of Mohács, this changed. Hungary was no longer a shield for the Habsburg Empire, so that the Ottoman frontier assumed great importance. Added to this were the claims of John Zápolya (the Ottoman vassal king who ruled those parts of Hungary that the Ottomans had overrun) on all of Hungary, which were in turn countered by Ferdinand I also claiming his right to the whole kingdom.

As the Ottoman Sultan Suleiman found it necessary to tend to other areas with the bulk of his army after destroying the Hungarian army, it was Ferdinand I who seized the opportunity to try to enforce his claims. In 1527 he launched an invasion of the Ottoman occupied part of Hungary. After about one year of campaigning (mostly sieges) he had captured several important fortresses and cities, among them Buda (modern Budapest), Győr and Esztergom. John Zápolya's requests for help from his sovereign went unanswered.

By 1529, however, the tide turned as Suleiman had returned to Hungary with his army and not only swiftly reclaimed everything Ferdinand had captured but also pushed beyond into Austria,

ultimately laying siege to Vienna. The siege turned out to be disastrous for the Ottoman army, though, as determined resistance and an early winter caused heavy losses to the already exhausted besiegers. After supplies ran out, Suleiman was forced to retreat, suffering even more losses, amongst them most of his artillery train.

Ferdinand began a counter-invasion in 1530. While he failed to capture Buda again, he succeeded in taking several key fortresses along the Danube, thus securing the border. This campaign is usually considered the start of the so called "Little War", a period of more or less intense fighting in Hungary between the Ottomans and the Habsburgs that lasted until the end of the siege of Eger in 1552.

Neither their defeat in 1529, nor Ferdinand's campaign in 1530, could stop the Ottomans from returning in 1532. This time, however, their advance was hindered by determined resistance from the heavily fortified City of Kőszeg, and

### *Landsknechts*



## EARLY IMPERIAL AUSTRIAN

the forewarned Emperor Charles V, still remembering the close call of three years earlier, managed to assemble around 80,000 men to face the Ottoman host. In the face of such a force, and with winter approaching, Suleiman decided to fall back rather than risk an attack with his exhausted force, conducting a scorched earth policy during the retreat.

The damage caused to the south-eastern parts of his realm, and the now well-entrenched enemy forces in southern Hungary, meant that Ferdinand I lacked the resources to mount an effective invasion into Hungary for years to come. Thus a more or less accepted border between the two superpowers had been established and a peace treaty was signed.

That treaty naturally was unsatisfying to both John Zápolya and Ferdinand I, so despite the treaty and both sides being somewhat exhausted, a continual cycle of raids, counter-raids and intense border skirmishes was kept up.

With the Franco-Ottoman alliance from 1536, the Ottomans had more than one reason to be aggressive and the Habsburgs had one more reason to worry. Ferdinand therefore decided to pre-empt a possible invasion by taking the strategically important fortified city of Osijek. The siege turned into a disaster, however, when the besiegers were surprised by an Ottoman relief force and almost completely annihilated.

Despite this blatant violation of the peace treaty, Suleiman did not immediately counter-attack into Austria. Instead he sent a force into Italy, where they tried to hook up with a planned French invasion force which, however, failed to materialise.

After John Zápolya's death in 1540, and with his son being mere weeks old, the Habsburgs

once again tried to take Buda, but the siege went nowhere and in 1541 an Ottoman relief force routed the besiegers. The net result was the Ottomans now taking direct control of Buda. A further attack on Buda and Pest in 1541 was also routed.

It was now Suleiman's turn to go on the offensive, and he did so with an invasion of Habsburg Hungary in Spring 1543. He succeeded in taking several key fortresses and cities, among them Esztergom and Székesfehérvár (traditionally the place where Hungarian Kings were crowned).

Following this invasion, a new peace treaty was signed between the Habsburgs and the Ottomans and the area went back to the normal "low" level skirmishes and raids for almost ten years. These skirmishes were nonetheless costly and both sides suffered significant losses during this time, with the Austrians usually coming off second best.

Now it was Suleiman who broke the "peace" to attack Eger in 1552. The city successfully repulsed the attack, however. (According to the defenders, thanks to being well supplied with the local red wine, which they called Bulls' Blood.)

### TROOP NOTES

French sources of this period state that Spanish men-at-arms used a lighter lance than the French, and thus we classify them as Light Lancers to reflect this.

Hussars were usually of mixed origin, most were Hungarian, Polish, Moldavian or Croatian.

Szekler numbers were in general decline during this period and losing parts of the Szekler lands to the Ottomans didn't help.

Celadas were well-equipped light cavalry, used to attack enemy skirmish formations and isolated units of missile foot.

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## CLASH OF EMPIRES

EARLY IMPERIAL AUSTRIAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Gendarmes	1 BG	4 bases of Gendarmes: Superior, Fully Armoured Gendarmes – Heavy Lancers, Swordsmen
Separately deployed poorly-equipped men-at-arms	1 BG	4 bases of Separately deployed poorly-equipped men-at-arms: Average, Armoured Horse – Light Lancers, Swordsmen
Hussars	1 BG	4 bases of Hussars: Average, Unarmoured Light Horse – Bow, Swordsmen
Landsknechte	1 GBG	14 bases of Landsknechte: 12 Superior, Armoured Heavy Foot – Pike; and 2 Superior, Armoured Heavy Foot – Heavy Weapon
Landsknechte	1 GBG	14 bases of Landsknechte: 12 Average, Armoured Heavy Foot – Pike; and 2 Average, Armoured Heavy Foot – Heavy Weapon
Landsknecht Hakenbüchschützen	2 BGs	Each comprising 4 bases of Landsknecht Hakenbüchschützen: Average, Unarmoured Light Foot – Arquebus
City militia	1 BG	8 bases of City militia: Poor, Unarmoured Light Foot – Crossbow
Field guns	1 BG	2 bases of Field guns: Average Medium Artillery – Medium Artillery
Camp	1	Unfortified camp
Total	11 BG equivalents	Camp, 12 mounted bases, 46 foot bases, 3 commanders

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Gendarmes.
- Battle groups designated as “(ET)” count as early tercios as defined in the rule book.
- If more than 8 bases total of Imperial, feudal or mercenary gendarmes, or men-at-arms of any type, are fielded, there must be at least 1 base of men-at-arms (of any type) for every base of Imperial, feudal or mercenary gendarmes.
- Minima marked \* only apply if more than 6 bases of men-at-arms with mixed equipment are fielded.
- Gendarmes can always dismount as Heavy Foot, Fully Armoured or Heavily Armoured (as mounted type), Superior or Average (as mounted type), Heavy Weapon.
- Men-at-arms with mixed equipment can always dismount as Heavy Foot, Heavily Armoured, Average, Heavy Weapon.
- Separately deployed poorly-equipped men-at-arms can always dismount as Heavy Foot, Armoured, Average, Heavy Weapon.
- The army cannot include more battle groups of Landsknecht Light Foot than of Landsknecht Heavy Foot.
- The army must include at least twice as many Landsknecht battle groups and bases (including Light Foot) as Colunela foot or Tercios battle groups and bases.

# EARLY IMPERIAL AUSTRIAN

EARLY IMPERIAL AUSTRIAN												
Territory Types: Agricultural, Woodlands, Hilly												
C-in-C	Great Commander/Field Commander/Troop Commander						80/50/35	1				
Sub-commanders	Field Commander						50	0-2				
	Troop Commander						35	0-3				
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases			
	Type	Armour	Quality	Shooting	Impact	Close Combat						
Core Troops												
Imperial, feudal or mercenary gendarmes	Gendarmes	Fully Armoured	Superior	–	Heavy Lancers	Swordsmen	21	4-6	*4-8			
			Average				15					
Men-at-arms with mixed equipment	Horse	Heavily Armoured	Average	–	Light Lancers	Swordsmen	12	4-6	0-16 before 1526, 0-8 from 1526	*4-20		
Separately deployed poorly-equipped men-at-arms	Horse	Armoured	Average	–	Light Lancers	Swordsmen	10	4-6	0-12			
	Horse	Armoured	Average	–	–	Swordsmen	9					
Hussars	Light Horse	Unarmoured	Average	Bow	–	–	7	4-6	0-8	4-16		
	Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9	4-6	4-12			
	Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4-6				
	Cavalry	Armoured	Average	Bow	–	Swordsmen	12	4-6	0-6			
	Cavalry	Armoured	Average	Bow*	Light Lance	Swordsmen	12	4-6				
Landsknechte	Heavy Foot	Armoured	Superior	–	Pike	Pike	9	8-16	10-16	16-64		
		Armoured		–	Heavy Weapon	Heavy Weapon	9	0-2				
	Heavy Foot	Unarmoured	Superior	–	Pike	Pike	8	8-16	10-16			
		Unarmoured		–	Heavy Weapon	Heavy Weapon	8	0-2				
	Heavy Foot	Armoured	Average	–	Pike	Pike	6	8-16	10-16			
		Armoured		–	Heavy Weapon	Heavy Weapon	6	0-2				
	Heavy Foot	Unarmoured	Average	–	Pike	Pike	5	8-16	10-16			
		Unarmoured		–	Heavy Weapon	Heavy Weapon	5	0-2				
	Landsknecht Hakenbüchschützen	Light Foot	Unarmoured	Average	Arquebus	–	–	6	4-6		0-12	4-18
		Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6-8		0-12	
Field guns	Medium Artillery	–	Average	Medium Artillery	–	–	20	2, 3 or 4	2-6			
Heavy field guns	Heavy Artillery	–	Average	Heavy Artillery	–	–	25	2, 3 or 4				
Optional Troops												
Spanish men-at-arms	Gendarmes	Fully Armoured	Superior	–	Light Lancers	Swordsmen	21	4		0-4		
		Heavily Armoured					21					
Burgundian men-at-arms	Gendarmes	Fully Armoured	Superior	–	Heavy Lancers	Swordsmen	21	4		0-4		
		Heavily Armoured					15					
Italian men-at-arms	Gendarmes	Fully Armoured	Average	–	Heavy Lancers	Swordsmen	15	4				

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Celadas		Light Horse	Armoured	Average	–	Light Lancers	Swordsmen	10	4	0–6			
		Horse	Heavily Armoured	Average	–	Light Lancers	Swordsmen	12	4–6				
			Armoured					10					
Jinetes		Light Horse	Armoured	Average	Javelins	–	Swordsmen	9	4–6				
		Unarmoured						7					
Spanish or Italian mounted arquebusiers		Light Horse	Armoured	Average	Carbine	–	–	9	4	0–4			
			Unarmoured									7	
		Horse	Armoured	Average	Carbine	–	–	9	4				
			Unarmoured									7	
Mounted crossbowmen	Only before 1543	Cavalry	Armoured	Average	Crossbow	–	Swordsmen	10	4–6	0–4			
				Poor				7					
Berittene Hakenbüchenschützen		Cavalry	Heavily Armoured	Average	Carbine	–	Swordsmen	14	4–6	0–12	0–12		
			Armoured	Average				12					
			Armoured	Poor				9					
Reiters		Only from 1543	Horse	Heavily Armoured	Average	Pistol	–	Swordsmen	13	4–6	0–8		
				Armoured					11				
				Horse	Heavily Armoured	Average	Pistol	–	Pistol	13	4–6		
					Armoured					11			
Szekler cavalry		Light Horse	Unarmoured	Superior	Bow	–	Swordsmen	12	4–6				
				Average				9					
				Cavalry	Unarmoured	Superior	Bow*	Light Lancers	Swordsmen	13	4–6	0–8	
					Unarmoured	Average				10			
					Armoured	Superior				16			
					Armoured	Average				12			
				Cavalry	Unarmoured	Superior	Bow	–	Swordsmen	13	4–6		
					Unarmoured	Average				10			
Armoured	Superior				16								
Armoured	Average				12								
City militias		Any date	Light Foot	Unarmoured	Average	Crossbow	–	–	4	6–8	0–8		
				Poor	2								
			Medium Foot	Unarmoured	Average	Crossbow	–	–	4	6–8			
				Poor	2								
				Light Foot	Unarmoured	Average	Arquebus	–	–	6	6–8	0–24	
					Medium Foot	Unarmoured				Average			
		Only before 1525		Heavy Foot	Unarmoured	Average	–	Pike	Pike	5	8–12	0–24	
					Armoured					6			
				Heavy Foot	Armoured	Average	–	Heavy Weapon	Heavy Weapon	6	6–8	0–8	
					Unarmoured					5			
Any date		Heavy Foot	Unarmoured	Poor	–	Pike	Pike	3	8–12	0–24			
			Armoured					4					
		Heavy Foot	Armoured	Poor	–	Heavy Weapon	Heavy Weapon	4	6–8	0–8			
			Unarmoured					3					
Colunela foot		Only before 1534	Heavy Foot	Armoured	Superior	–	Pike	Pike	9	3	0–12		
			Heavy Foot	Armoured	Superior	–	–	Swordsmen	9	1			
			Medium Foot	Unarmoured	Superior	Arquebus	–	–	10	2			
			Heavy Foot	Armoured	Average	–	Pike	Pike	6	3			
			Heavy Foot	Armoured	Average	–	–	Swordsmen	6	1			
		Medium Foot	Unarmoured	Average	Arquebus	–	–	7	2				

## EARLY DANISH

Tercios	Only from 1534	Medium Foot	Unarmoured	Superior	Arquebus	–	–	10	6–8	12–16	0–32
		Heavy Foot	Armoured	Superior	–	Pike	Pike	9	6–8	(ET)	
		Medium Foot	Unarmoured	Average	Arquebus	–	–	7	6–8	12–16	
		Heavy Foot	Armoured	Average	–	Pike	Pike	6	6–8	(ET)	
Light guns		Light Artillery	–	Average	Light Artillery	–	–	12	2	0–2	
Schanzen & Letzen		Field Fortifications	–	–	–	–	–	3	–	0–20	
<b>Allies</b>											
German allies – German States – See Field of Glory Renaissance Companion 2: <i>Trade and Treachery</i>											

## EARLY DANISH

*This list covers Danish-Norwegian armies from 1524 until 1610. During this period Denmark was the most powerful of the Scandinavian states, and repeatedly attempted to reassert control over Sweden especially, to regain the dominance it had under the Kalmar Union. It also fought Muscovite Russia in Livonia. However, despite Danish ambitions, relatively little was achieved other than a vast expenditure on the military for minimal territorial or political gains.*

### TROOP NOTES

Danish armies usually contained large numbers of German men-at-arms, both mercenary and feudal (both Holstein and Schleswig being ruled by the Danish King).

During this time the Select Levy started to decline in both quality and equipment, and was gradually replaced with mercenary Landsknechts. Whether the decline was the reason for hiring more Landsknechts or the increasing use of mercenaries triggered the decline is unclear. Over time Denmark started to equip and recruit

its own Landsknecht infantry, although the bulk was still of German origin, rendering the remaining traditionally armed Select Levy even more obsolete, and thus speeding its decline.

Select Levy fought with 2 ranks of crossbowmen in the front and the polearmsmen using the reach of their weapons to help fighting enemies in contact. To correctly represent the effects of this formation under the rules, the Heavy Weapon bases are placed in the front rank.

Danish peasants were no longer permitted to possess or keep weapons at home, being supplied with a short spear if called upon for service, though this practice slowly died out. By the mid-century the general levy was only ever seen during sieges as cheap manpower, without an actual battlefield role anymore.

The Danish version of pistol-armed mounted “Reiters” often proved to be rather aggressive, charging home as early as possible, but on occasions showed behaviour more akin to that of German Reiters. Possibly the different behaviour was due to a different origin.

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EARLY DANISH STARTER ARMY (FROM 1575)		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Cuirassiers	2 BGs	Each comprising 4 bases of Cuirassiers: Superior, Heavily Armoured Horse – Impact Pistol, Melee Pistol
German Kürassiere	1 BG	4 bases of German Kürassiere: Average, Armoured Horse – Impact Pistol, Melee Pistol
Reiters	1 BG	4 bases of Reiters: Average Armoured Horse – Shooting Pistol, Swordsmen
Landsknechts	2 GBGs	Each comprising 16 bases of Landsknechts: 8 Average, Armoured Heavy Foot – Pike; 2 Average, Armoured Heavy Foot – Heavy Weapon; and 6 Average, Unarmoured Medium Foot – Arquebus
Select levy	1 BG	8 bases of Select levy: 4 Poor, Unarmoured Heavy Foot – Heavy Weapon; and 4 Poor, Unarmoured Medium Foot – Crossbow, Swordsmen
Field guns	1 BG	2 bases of Field guns: Average Medium Artillery – Medium Artillery
Camp	1	Unfortified camp
Total	10 BG equivalents	Camp, 16 mounted bases, 42 foot bases, 3 commanders

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as gendarmes before 1575, cuirassiers from 1575.
- If more than 8 bases total of German gendarmes or men-at-arms (of any type) are fielded, there must be at least 1 base of men-at-arms (of any type) for every base of Gendarmes.
- Minima marked \* only apply if more than 6 bases of German men-at-arms with mixed equipment are fielded.
- Gendarmes can always dismount as Heavy Foot, Fully Armoured or Heavily Armoured (as mounted type), Superior or Average (as mounted type), Heavy Weapon.
- Men-at-arms with mixed equipment can always dismount as Heavy Foot, Heavily Armoured, Average, Heavy Weapon.
- Separately deployed poorly-equipped men-at-arms can always dismount as Heavy Foot, Armoured, Average, Heavy Weapon.
- Mixed select levy battle groups do not obey the normal formation rules for mixed battle groups, but instead (except as a result of lost bases) must have a front rank of polearmsmen (Heavy Weapon) and a 2nd rank of crossbowmen. Any additional rank or partial rank can include either or both types.
- Non arquebusier-only Landsknecht battle groups must have more Heavy Foot bases than Medium Foot bases.

# EARLY DANISH

EARLY DANISH										
Territory Types: Agricultural, Woodlands, Hilly										
C-in-C		Great Commander/Field Commander/Troop Commander				80/50/35		1		
Sub-commanders		Field Commander				50		0-2		
		Troop Commander				35		0-3		
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Shooting	Impact	Close Combat			
Core Troops										
Scandinavian gendarmes	Only before 1540	Gendarmes	Fully Armoured	Superior	-	Heavy Lancers	Swordsmen	21	4-6	0-4
				Average				15		
	Only before 1555	Gendarmes	Heavily Armoured	Superior	-	Heavy Lancers	Swordsmen	21	4-6	0-8
				Average				15		
	Only from 1540 to 1574	Horse	Heavily Armoured	Superior	-	Heavy Lancers	Swordsmen	16	4-6	0-4
				Average				12		
Cuirassiers	Only from 1575	Horse	Heavily Armoured	Superior	-	Pistol	Pistol	16	4-6	6-12
				Average				12		
		Horse	Armoured	Superior	-	Pistol	Pistol	13	4-6	6-12
				Average				10		
German gendarmes	Only before 1550	Gendarmes	Fully Armoured	Superior	-	Heavy Lancers	Swordsmen	21	4-6	*4-6
				Average				15		
German men-at-arms with mixed equipment	Only before 1575	Horse	Heavily Armoured	Average	-	Light Lancers	Swordsmen	12	4-6	0-12
German separately deployed poorly-equipped men-at-arms		Horse	Armoured	Average	-	Light Lancers	Swordsmen	10	4-6	0-8
German Kürassiere	Only from 1570	Horse	Heavily Armoured	Superior	-	Pistol	Pistol	16	4-6	4-12
				Average				12		
		Horse	Armoured	Superior	-	Pistol	Pistol	13	4-6	4-12
				Average				10		
Landsknechts	Only before 1580	Heavy Foot	Armoured	Superior	-	Pike	Pike	9	8-16	10-16
			Armoured			-	Heavy Weapon	Heavy Weapon	9	0-2
		Heavy Foot	Unarmoured	Superior	-	Pike	Pike	8	8-16	10-16
			Unarmoured			-	Heavy Weapon	Heavy Weapon	8	0-2
		Heavy Foot	Armoured	Average	-	Pike	Pike	6	8-16	10-16
			Armoured			-	Heavy Weapon	Heavy Weapon	6	0-2
	Heavy Foot	Unarmoured	Average	-	Pike	Pike	5	8-16	10-16	
		Unarmoured			-	Heavy Weapon	Heavy Weapon	5	0-2	
	Only from 1550	Heavy Foot	Armoured	Average	-	Pike	Pike	6	6-12	10-16
						-	Heavy Weapon	Heavy Weapon	6	
		Medium Foot	Unarmoured	Average	Arquebus	-	-	7	4-6	
		Heavy Foot	Unarmoured	Average	-	Pike	Pike	5	6-12	10-16
-						Heavy Weapon	Heavy Weapon	5	0-2	
Medium Foot		Unarmoured	Average	Arquebus	-	-	7	4-6		

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Field guns	Medium Artillery	–	Average	Medium Artillery	–	–	20	2, 3 or 4	2–6	
Heavy field guns	Heavy Artillery	–	Average	Heavy Artillery	–	–	25	2, 3 or 4		
<b>Optional Troops</b>										
Separately deployed sergeants and followers	Only before 1540	Cavalry	Armoured	Average	–	Light Lancers	Swordsmen	11	4	0–4
Mounted arquebusiers & reiters		Horse	Heavily Armoured	Average	Carbine	–	Swordsmen	13	4–6	0–8
		Horse	Heavily Armoured	Average	–	Pistol	Pistol	12	4–6	0–12
			Armoured					10		
		Horse	Heavily Armoured	Average	Pistol	–	Swordsmen	13	4–6	0–12
Armoured						11				
Select levy	Only before 1560	Heavy Foot	Armoured	Average	–	Heavy Weapon	Heavy Weapon	6	1/2 or all	6–10
			Unarmoured					5		
	Medium Foot	Armoured	Average	Crossbow	–	Swordsmen	6	1/2 or 0		
		Unarmoured					5			
Only from 1540	Heavy Foot	Unarmoured	Poor	–	Heavy Weapon	Heavy Weapon	3	1/2 or all		
	Medium Foot	Unarmoured	Poor	Crossbow	–	Swordsmen	3	1/2 or 0		
General levy	Only before 1550	Mob	Unprotected	Poor	–	–	–	2	8–12	0–48
Landsknecht arquebusiers		Light Foot	Unarmoured	Average	Arquebus	–	–	6	4–6	0–12
		Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6–8	
Light artillery		Light Artillery	–	Average	Light Artillery	–	–	12	2	0–2
<b>Allies</b>										
German allies – German States – See Field of Glory Renaissance Companion 2: <i>Trade and Treachery</i>										
Polish allies – Early Polish (only from 1559 to 1575)										

## VASA SWEDISH

*Sweden had never been* the most enthusiastic member of the Union of Kalmar, and its dissolution in 1523, and the declaration of Gustavus Vasa as King, gave Sweden the opportunity to determine its own destiny. Gustavus enjoyed a long reign, although it was not entirely trouble-free, with a number of internal rebellions against royal authority that needed to be suppressed.

A number of wars were fought in this period against Russia, Denmark and Poland-Lithuania.

Much of the fighting took place in Livonia, with Sweden aiming to maintain its possessions, and to prevent the Danes gaining dominance in the region. However, it also included some fighting in Sweden, as Denmark sent troops to invade the country, but these were repulsed in fighting in terrain and weather that proved unsuitable to the Danish mercenary army. In general, the Swedes held their own in the fighting in the 16th century, but that in the early 17th century generally went against the

Swedes – partly because they were fighting multiple enemies and they were stretched financially, and partly because they were involved in fighting against the Polish-Lithuanian Commonwealth whose army enjoyed a significant measure of superiority over the Swedes, as illustrated by a series of stunning victories such as Kirchholm in 1605.

In the 1530s Sweden adopted Lutheranism, which was to have a profound influence on its subsequent history, not least because it was a factor in Gustavus Adolphus entering the Thirty Years' War a century later.

This list covers Swedish armies from the breakup of the Scandinavian Kalmar Union in 1523 until Gustavus Adolphus started to introduce army reforms following his coronation in 1617.

## TROOP NOTES

Throughout this period, and indeed until after Gustavus Adolphus had entered the Thirty Years' War, the native cavalry in Swedish armies were hampered by the poor quality of horse flesh

### *Swedish Infantry*



available in Sweden. Swedish horses were smaller than would be acceptable for the equivalent cavalry in other armies. Thus even the noble cavalry, who were theoretically equipped in the same manner as European nobles, did not quite reach the same levels of equipment as their contemporaries. We therefore classify them as Heavily Armoured rather than Fully Armoured, and limit their lancer capability to Light Lancers to represent the effect of their smaller and weaker horses.

From circa 1560, the noble cavalry were re-equipped as caracoling reiters, and by the 17th century they had started to discard armour as their role now had less emphasis on hand to hand combat, along with the limitations of their horses. A minority were formed into a body of cuirassiers, the Adelsfana, who we assume to have used the usual cuirassier tactics of the time. However, again due to their small horses, we cannot classify them as better than Average quality.

During the 16th century the nobles were supported by their retainers, known as Skytter, who supplied fire support to their betters. In the 17th century these instead supplied additional reiter-style cavalry, who were mainly distinguished from their betters by having less armour.

Swedish infantry were nearly all missilemen, initially mainly crossbowmen, but with an increasing number of firearms being used as the period progressed. The different types of missile weapons were not separated out into units with a uniform armament, but were instead mixed together – presumably because they were a peasant levy who brought their choice of weapon and fought in regional units. We classify the shooting capability of these battle groups by the dominant type of missile weapon in each.

The pike was not a popular weapon in Sweden, and as the country was heavily forested it was

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not actually much needed in wars of self-defence. The army's needs for pikemen were met by the hiring of the ubiquitous landsknechts.

Despite this, Erik XIV attempted to raise some native infantry regiments equipped in a more modern style with pike and shot. However, against the contemporary trend, the shot do not appear to have remained in a body with the pikemen, but to have skirmished ahead in a traditional “forlorn hope” style. These regiments do not seem to have lasted long after the death of Erik's successor, Johan III, in 1592.

The next attempt to equip Swedish infantry with pikes was during the 1600–1611 war with Poland in Livonia, where the Polish cavalry proved a dominant force on the battlefield, and against which the Swedes had little defence unless they had suitable terrain or constructed some sort of field fortifications. Thousands of pikes were supplied and the units so equipped formed up in formations similar to those in use in Germany at the time. Unfortunately, the infantry so equipped were not always well trained, and were also unenthusiastic about the pike, and would often

abandon the weapon for firearms if they were not properly supervised. They proved unable to withstand the Poles at Kircholm in 1605: A much larger Swedish army was lured out of position by a Polish feigned retreat. Advancing uphill, the Swedish first-line infantry were disrupted by shot and artillery fire and then broken by the charge of the Polish Hussars, who then proceeded to envelop and sweep away the remaining elements of the Swedish army in turn. As a result of their lack of enthusiasm, and poor battlefield performance, we grade such regiments as Poor quality.

Good quality pike and shot units were more usually hired mercenaries, mostly recruited in Germany, Scotland and England.

The other way that the Swedes attempted to nullify their weakness in mounted troops was to construct field fortifications. In the 17th century these often incorporated “Swedish feathers” (also known as “Spanish riders” at this time), however, unlike in the 1620s, these do not appear to have been used in a manner that would justify Portable Defences, and should be modelled as a part of field fortifications.

VASA SWEDISH STARTER ARMY (1560–1592)		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Noble landsryttare	2 BGs	Each comprising 4 bases of Noble landsryttare: Average, Heavily Armoured Horse – Shooting Pistol, Melee Pistol
Skytter	2 BGs	Each comprising 4 bases of Skytter: Average, Unarmoured Horse – Carbine
Mixed crossbowmen and arquebusiers	1 BG	6 bases of Mixed crossbowmen and arquebusiers: Average, Unarmoured Medium Foot – Crossbow
Mixed crossbowmen and arquebusiers	3 BGs	Each comprising 6 bases of Mixed crossbowmen and arquebusiers: Average, Unarmoured Medium Foot – Arquebus
Infantry regiments	1 BG	12 bases of Infantry regiments: Average, Unarmoured Heavy Foot – Pike
Infantry regiments	1 BG	10 bases of Infantry regiments: Average, Unarmoured Heavy Foot – Pike
Infantry regiments	2 BGs	Each comprising 4 bases of Infantry regiments: Average, Unarmoured Light Foot – Arquebus
Finnish or similar skirmishers	1 BG	6 bases of Finnish or similar skirmishers: Average, Unarmoured Light Foot – Bow
Camp	1	Unfortified camp
Total	13 BGs	Camp, 16 mounted bases, 60 foot bases, 3 commanders

## VASA SWEDISH

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles or Adelsfana cuirassiers.

- Landsknecht light foot cannot be fielded unless Landsknecht heavy foot are.
- Infantry regiments from 1560 to 1592 must each consist of one battle group of heavy foot and one battle group of light foot, but they can be deployed as the player wishes.
- Battle groups designated “(LT)” count as later tercios as defined in the rule book.

VASA SWEDISH											
Territory Types: Agricultural, Woodlands, Hilly											
C-in-C	Great Commander/Field Commander/Troop Commander							80/50/35	1		
Sub-commanders	Field Commander							50	0-2		
	Troop Commander							35	0-3		
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases		
	Type	Armour	Quality	Shooting	Impact	Melee					
Core Troops											
Swedish nobles	Only before 1560	Gendarmes	Heavily Armoured	Superior	-	Light Lancers	Swordsmen	21	4-6	4-12	
				Average				15			
Noble landsryttare	Only from 1560 to 1599	Horse	Heavily Armoured	Average	Pistol	-	Pistol	13	4-6	4-12	
			Armoured	Average	Pistol	-	Pistol	11			
	Only from 1600	Horse	Unarmoured					Average	Carbine	-	Pistol
			Armoured	11							
Adelsfana cuirassiers	Only from 1600	Horse	Heavily Armoured	Average	-	Pistol	Pistol	12	4	0-4	
			Unarmoured	9							
Skytter	Only before 1600	Horse	Unarmoured	Average	Carbine	-	-	7	4-6	4-12	
Other landsryttare	Only from 1600	Horse	Unarmoured	Average	Pistol	-	Pistol	9			4-6
			Poor	7							
	Only from 1610	Horse	Unarmoured	Average	Carbine	-	Pistol	9	4-6	4-12	
			Poor	7							
Mixed crossbowmen and arquebusiers	Only before 1560	Medium Foot	Unarmoured	Average	Crossbow	-	-	4	6-8	0-72	12-96
		Medium Foot	Unarmoured	Average	Arquebus	-	-	6			
	Only from 1560 to 1592	Medium Foot	Unarmoured	Average	Crossbow	-	-	4	6-8	0-32	6-80
		Medium Foot	Unarmoured	Average	Arquebus	-	-	6			
Infantry regiments	Only from 1560 to 1592	Heavy Foot	Unarmoured	Average	-	Pike	Pike	5	8-12	8-36	
		Light Foot	Unarmoured	Average	Arquebus	-	-	6			4-6
Mixed calivermen and musketeers	Only from 1593	Medium Foot	Unarmoured	Average	Arquebus	-	-	6	6-8	0-90	
Infantry regiments in German formations	Only from 1604	Medium Foot	Unarmoured	Poor	Arquebus	-	-	5	6	9	0-90
		Heavy Foot	Unarmoured	Poor	-	Pike	Pike	3			

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## CLASH OF EMPIRES

Artillery	Heavy Artillery	-	Average	Heavy Artillery	-	-	25	2	0-2	0-6	
	Medium Artillery	-	Average	Medium Artillery	-	-	20	2, 3 or 4	0-6		
<b>Optional Troops</b>											
Finnish or similar skirmishers		Light Foot	Unarmoured	Average	Bow	-	-	5	6-8	0-12	
		Light Foot	Unarmoured	Average	Arquebus	-	-	6	6-8		
Landsknecht mercenaries	Only before 1560	Heavy Foot	Armoured	Average	-	Pike	Pike	6	8-16	0-32	
					-	Heavy Weapon	Heavy Weapon	6	0-2		
		Heavy Foot	Unarmoured	Average	-	Pike	Pike	5	8-16		
					-	Heavy Weapon	Heavy Weapon	5	0-2		
Light Foot	Unarmoured	Average	Arquebus	-	-	6	4	0-4			
German, English, Scots and other mercenaries	Only from 1600	Medium Foot	Unarmoured	Average	Arquebus	-	-	7	6	9 (LT)	0-36
		Heavy Foot	Armoured	Average	-	Pike	Pike	6	3		
Livonian cavalry		Horse	Heavily Armoured	Average	-	Pistol	Pistol	12	4	0-4	
			Armoured					10			
Abatis or similar barricades		Field Fortifications	-	-	-	-	-	3	-	0-24	

VASA SWEDISH ALLIES (1606-1610)											
Allied Commander		Field Commander/Troop Commander					40/25	1			
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Shooting	Impact	Melee				
Noble landsryttare	Any date	Horse	Armoured	Average	Pistol	-	Pistol	11	4	4	
			Unarmoured					9			
	Only in 1610	Horse	Armoured	Average	Carbine	-	Pistol	11	4		
			Unarmoured					9			
Other landsryttare	Any date	Horse	Unarmoured	Average	Pistol	-	Pistol	9	4		
				Poor				7			
	Only in 1610	Horse	Unarmoured	Average	Carbine	-	Pistol	9	4		
				Poor				7			
Mixed calivermen and musketeers		Medium Foot	Unarmoured	Average	Arquebus	-	-	6	6-8	0-30	
Infantry regiments in German formations		Medium Foot	Unarmoured	Poor	Arquebus	-	-	5	6	9 (LT)	0-30
		Heavy Foot	Unarmoured	Poor	-	Pike	Pike	3	3	18	
Artillery		Medium Artillery	-	Average	Medium Artillery	-	-	20	2	0-2	
Finnish or similar skirmishers		Light Foot	Unarmoured	Average	Bow	-	-	5	4	0-4	
		Light Foot	Unarmoured	Average	Arquebus	-	-	6	4		
German, English, Scots and other mercenaries		Medium Foot	Unarmoured	Average	Arquebus	-	-	7	6	9 (LT)	0-18
		Heavy Foot	Armoured	Average	-	Pike	Pike	6	3		

# COSSACK

*This list covers Cossack armies from 1540 until 1698. During this period the Cossacks had developed into a series of hosts settled on the borders of Russia. As well as fighting regularly for their own interests, they were also regular allies of the Tsar of Russia and the King of Poland. They also fought for France in the late 17th century. In some of their campaigns as allies of the Tsar, notably in Siberia, they fought as an autonomous army rather than as an allied contingent.*

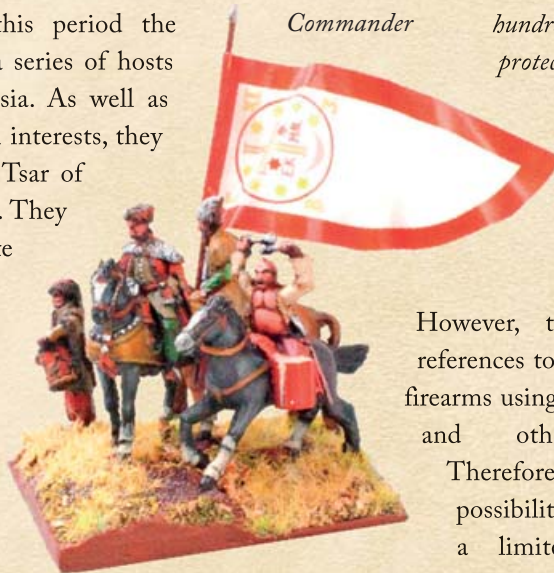
## TROOP NOTES

The Cossacks took to using firearms with alacrity, and their infantry was usually wholly arquebus-, or later musket-, armed. As a result they were somewhat unsuited to fighting many contemporary opponents in the open field, and so they would usually fight from behind a static *tabor* wagon barricade. They are described thus in the 1620s:

*“They show the most fighting skill and competence when they are sheltered in a tabor (for they are excellent shots with firearms, their usual weapons), and when they are defending their positions.”*

and

*Cossack  
Commander*



*“It is true that one hundred of these Cossacks, protected by their tabor, have no fear of a thousand Poles, nor even of a like number of Tatars”*

However, there are some references to infantry without firearms using pikes, half-pikes and other pole-arms. Therefore, we allow the possibility that there were a limited number of formations which resembled western European pike and shot formations. From the mid-17th century it appears that the most common pole weapon was now the *berdische* axe.

Cossack cavalry were slower to use massed firearms, with the bow remaining the most common missile weapon well into the 17th century, probably under Tatar influence.



*Cossack Horsemen*

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*Cossacks, mid- to late 17th century, by Angus McBride © Osprey Publishing Ltd. Taken from Men-at-Arms 188: Polish Armies 1569–1696 (2).*

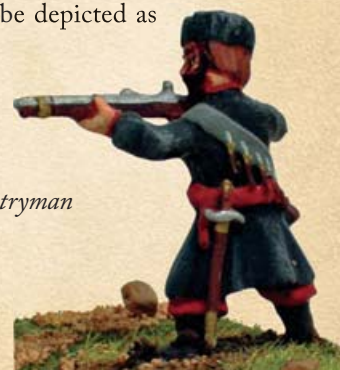
COSSACK STARTER ARMY (1630–1649)		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Hetmens' retainers	2 BGs	Each comprising 4 bases of Hetmens' retainers: Superior, Armoured Cavalry – Carbine, Swordsmen
Cossack horsemen	3 BGs	Each comprising 4 bases of Cossack horsemen: Average, Unarmoured Light Horse – Carbine, Light Lancers, Swordsmen
Cossack infantry	2 BGs	Each comprising 8 bases of Cossack infantry: Average, Unarmoured Medium Foot – Musket
Cossack infantry mounted on horses	2 BGs	Each comprising 3 bases of Cossack infantry mounted on horses: Average, Unarmoured Dragoons – Musket
Skirmishers	1 BG	6 bases of Skirmishers: Average, Unarmoured Light Foot – Musket
Tabor wagon fortifications		10 base frontage of Field Fortifications
Camp	1	Unfortified camp
Total	10 BGs	Camp, 20 mounted bases, 28 foot bases, 3 commanders

## BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- ♦ Commanders should be depicted as Hetmen's retainers.

*Cossack Infantryman*



# COSSACK

COSSACK										
Territory Types: Agricultural										
C-in-C	Great Commander/Field Commander/Troop Commander							80/50/35	1	
Sub-commanders	Field Commander							50	0-2	
	Troop Commander							35	0-3	
Ally-commanders	Field Commander/Troop Commander							40/25	0-2	
Troop name	Troop Type			Capabilities				Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Shooting	Impact combat	Close Combat				
<b>Core Troops</b>										
Cossack horsemen	Any date	Cavalry	Unarmoured	Average	-	Light Lancers	Swordsmen	9	4-6	
	Only before 1650	Light Horse	Unarmoured	Average	Bow	Light Lancers	Swordsmen	10	4-6	
		Cavalry	Unarmoured	Average	Bow	-	Swordsmen	10	4-6	
	Only from 1630	Light Horse	Unarmoured	Average	Carbine	Light Lancers	Swordsmen	10	4-6	
		Cavalry	Unarmoured	Average	Carbine	-	Swordsmen	10	4-6	
	Only from 1650	Light Horse	Unarmoured	Average	Carbine	Light Lancers	Pistol	10	4-6	
		Cavalry	Unarmoured	Average	-	Light Lancers	Pistol	9	4-6	
	Cavalry	Unarmoured	Average	Carbine	-	Pistol	10	4-6		
Cossack infantry	Only before 1650	Medium Foot	Unarmoured	Average	Arquebus	-	-	6	6-8	
	Only from 1630	Medium Foot	Unarmoured	Average	Musket	-	-	7	6-8	
<b>Optional Troops</b>										
Cossack infantry in mixed formations	Only before 1650	Medium Foot	Unarmoured	Average	Arquebus	-	-	7	4	6
		Heavy Foot	Unarmoured	Average	-	Pike	Pike	5	2	
	Only from 1630	Medium Foot	Unarmoured	Average	Musket	-	-	8	4	6
		Heavy Foot	Unarmoured	Average	-	Pike	Pike	5	2	
	Only from 1650	Medium Foot	Unarmoured	Average	Musket	-	-	8	4	6
		Heavy Foot	Unarmoured	Average	-	Heavy Weapon	Heavy Weapon	5	2	
Cossack infantry mounted on horses	Only before 1650	Dragoons	Unarmoured	Average	Arquebus	-	-	7	3 or 4	
	Only from 1630	Dragoons	Unarmoured	Average	Musket	-	-	8	3 or 4	
Skirmishers	Only before 1650	Light Foot	Unarmoured	Average	Arquebus	-	-	6	6-8	
	Only from 1630	Light Foot	Unarmoured	Average	Musket	-	-	7	6-8	
Hetmens' retainers	Only before 1650	Light Horse	Unarmoured	Superior	Bow	Light Lancers	Swordsmen	13	4-6	
		Cavalry	Unarmoured	Superior	-	Light Lancers	Swordsmen	12	4-6	
		Cavalry	Unarmoured	Superior	Bow	-	Swordsmen	13	4-6	
	Only from 1630	Light Horse	Unarmoured	Superior	Carbine	Light Lancers	Swordsmen	13	4-6	
		Cavalry	Armoured	Superior	-	Light Lancers	Swordsmen	15	4-6	
		Cavalry	Armoured	Superior	Carbine	-	Swordsmen	16	4-6	
	Only from 1650	Light Horse	Unarmoured	Superior	Carbine	Light Lancers	Pistol	13	4-6	
		Cavalry	Armoured	Superior	-	Light Lancers	Pistol	15	4-6	
Cavalry	Armoured	Superior	Carbine	-	Pistol	16	4-6			

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Light artillery		Light Artillery	–	Average	Light Artillery	–	–	12	2, 3 or 4	0–4
Captured Polish artillery	Only from 1648 to 1657	Medium Artillery	–	Average	Medium Artillery	–	–	20	2	0–2
Peasant levies		Mob	Unarmoured	Poor	–	–	–	2	8–12	0–16
Tabor wagon fortifications		Field Fortifications	–	–	–	–	–	3	–	0–30
Fortified camp							–	24	–	0–1
<b>Allies</b>										
Crimean Tatar allies (only from 1648) – Tatar										

COSSACK ALLIES										
Allied Commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Shooting	Impact combat	Close Combat			
Cossack horsemen	Any date	Cavalry	Unarmoured	Average	–	Light Lancers	Swordsmen	9	4–6	4–20
	Only before 1650	Light Horse	Unarmoured	Average	Bow	Light Lancers	Swordsmen	10	4–6	
		Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4–6	
	Only from 1630	Light Horse	Unarmoured	Average	Carbine	Light Lancers	Swordsmen	10	4–6	
		Cavalry	Unarmoured	Average	Carbine	–	Swordsmen	10	4–6	
		Only from 1650	Light Horse	Unarmoured	Average	Carbine	Light Lancers	Pistol	10	
Cavalry	Unarmoured		Average	–	Light Lancers	Pistol	9	4–6		
Cossack infantry	Only before 1650	Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6–8	6–24
	Only from 1630	Medium Foot	Unarmoured	Average	Musket	–	–	7	6–8	
Cossack infantry mounted on horses	Only before 1650	Dragoons	Unarmoured	Average	Arquebus	–	–	7	3	0–3
	Only from 1630	Dragoons	Unarmoured	Average	Musket	–	–	8	3	
Skirmishers	Only before 1650	Light Foot	Unarmoured	Average	Arquebus	–	–	6	4–6	0–6
	Only from 1630	Light Foot	Unarmoured	Average	Musket	–	–	7	4–6	
Hetmens' retainers	Only before 1650	Light Horse	Unarmoured	Superior	Bow	Light Lancers	Swordsmen	13	4	0–4
		Cavalry	Unarmoured	Superior	–	Light Lancers	Swordsmen	12	4	
		Cavalry	Unarmoured	Superior	Bow	–	Swordsmen	13	4	
	Only from 1630	Light Horse	Unarmoured	Superior	Carbine	Light Lancers	Swordsmen	13	4	
		Cavalry	Armoured	Superior	–	Light Lancers	Swordsmen	15	4	
		Cavalry	Armoured	Superior	Carbine	–	Swordsmen	16	4	
	Only from 1650	Light Horse	Unarmoured	Superior	Carbine	Light Lancers	Pistol	13	4	
		Cavalry	Armoured	Superior	–	Light Lancers	Pistol	15	4	
Cavalry	Armoured	Superior	Carbine	–	Pistol	16	4			



*Cossacks, 17th century, by Angus McBride © Osprey Publishing Ltd. Taken from Men-at-Arms 427: Armies of Ivan the Terrible.*

## LATER IMPERIAL AUSTRIAN AND GERMAN STATES

### TROOP NOTES

*T*his list covers the armies of the Habsburg dynasty in the southern and south-eastern parts of Germany and along the Ottoman border (i.e. Hungary, Croatia, etc.) from 1559 until the outbreak of the Thirty Years' War in 1618, and also the armies of the various German states (especially those of the Electors) during that period.

By the late 16th century the term Landsknecht had largely died out and was replaced by the term "Fußknecht" (literally "servant on foot") or often Kaiserlicher (Imperial) Fußknecht, even if the troops in question were not actually in the employ of the Emperor. They now usually fought in Tercio formations, but older Keil formations were

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still employed occasionally, especially by poorly-trained or equipped units (i.e. lacking the skill or number of arquebusiers to form proper Tercios).

The proportion of musketeers to arquebusiers slowly increased during this period, but remained too low to give the shot integrated in tercios musket capability.

Hussars were usually of mixed origin – most were Hungarian, Moldavian, Croatian or Polish. Those used by German States' armies originating from East and North-East Germany tended to

be Polish, while those in Imperial Service were more often from Hungary or Croatia. Hussars in German States' armies from the South and South East (Bavaria, Bohemia, etc.) could be either.

Numbers of Szecklers, as well as their eagerness to get stuck in, continued to dwindle. They were also slow to adopt firearms, preferring the bow for its higher rate of fire and greater accuracy.

Celadas were well-equipped light cavalry, used to attack enemy skirmish formations and isolated units of missile foot.

LATER IMPERIAL AUSTRIAN STARTER ARMY (1590–1599)		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Kürassiere	1 BG	4 bases of Kürassiere: Superior, Heavily Armoured Horse – Impact Pistol, Melee Pistol
Reiters	1 BG	4 Bases of Reiters: Average, Heavily Armoured Horse – Carbine, Melee Pistol
Reiters	1 BG	4 bases of Reiters: Average, Armoured Horse – Carbine, Melee Pistol
Hussars	1 BG	4 bases of Hussars: Average, Unarmoured Light Horse – Carbine
Fußknechte	1 BG	10 bases of Fußknechte: 4 Superior, Armoured Heavy Foot – Pike; and 6 Superior, Unarmoured Medium Foot – Arquebus (Early Tercio)
Fußknechte	1 GBG	14 bases of Fußknechte: 6 Average, Armoured Heavy Foot – Pike; and 8 Average, Unarmoured Medium Foot – Arquebus (Early Tercio)
Musketier Kompanien	1 BG	6 bases of Musketier Kompanien: Superior, Unarmoured Light Foot – Musket
Field guns	1 BG	2 bases of Field guns: Average Medium Artillery – Medium Artillery
Camp	1	Unfortified camp
Total	9 BG equivalents	Camp, 16 mounted bases, 32 foot bases, 3 commanders

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Gendarmes or (after 1600) as Kürassiere.
- Battle groups designated as “(ET)” count as early tercios as defined in the rule book.
- Battle groups designated as “(LT)” count as later tercios as defined in the rule book.
- If more than 8 bases total of Imperial, feudal or mercenary gendarmes, or men-at-arms of any type, are fielded, there must be at least 1 base of men-at-arms (of any type) for every base of Imperial, feudal or mercenary gendarmes.
- Minima marked \* only apply if more than 6 bases of men-at-arms with mixed equipment are fielded.

## LATER IMPERIAL AUSTRIAN AND GERMAN STATES

- Gendarmes can always dismount as Heavy Foot, Heavily Armoured, Superior or Average (as mounted type), Heavy Weapon.
- Men-at-arms with mixed equipment can always dismount as Heavy Foot, Heavily Armoured, Average, Heavy Weapon.
- Separately deployed poorly-equipped men-at-arms can always dismount as Heavy Foot, Armoured, Average, Heavy Weapon.
- At least half the Fußknechte bases must be of Average quality.
- Each non “(ET)” or “(LT)” Fußknechte battle group must include more bases of Heavy Foot than Medium Foot.
- German States’ armies cannot include any Spanish troops, Musketier Kompanien or Szeklers. Those of Central, North or West Germany also cannot include any Italian Troops, nor more than one battle group of Hussars.
- If a Spanish ally is fielded, the Spanish troops from this list cannot be used.

LATER IMPERIAL AUSTRIAN AND GERMAN STATES											
Territory Types: Agricultural, Woodlands, Hilly											
C-in-C		Great Commander/Field Commander/Troop Commander						80/50/35	1		
Sub-commanders		Field Commander						50	0-2		
		Troop Commander						35	0-3		
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Shooting	Impact	Close Combat				
Core Troops											
Imperial, feudal or mercenary gendarmes	Only before 1610	Gendarmes	Heavily Armoured	Superior	–	Heavy Lancers	Swordsmen	21	4-6	*4-8	
				Average				15			
Men-at-arms with mixed equipment		Horse	Heavily Armoured	Average	–	Light Lancers	Swordsmen	12	4-6	0-8	
		Separately deployed poorly-equipped men-at-arms	Horse	Armoured	Average	–	Light Lancers	Swordsmen	10	4-6	0-12
Horse			Armoured	Average	–	–	Swordsmen	9	*4-24		
Kürassiere		Only from 1590	Horse	Heavily Armoured	Superior	–	Pistol	Pistol	16	4-6	0-12
					Average				12		
Reiters		Only before 1610	Horse	Heavily Armoured	Average	Pistol	–	Pistol	13	4-6	0-16
	Armoured			11							
	Only from 1585	Horse	Heavily Armoured	Average	Carbine	–	Pistol	13	4-6		
			Armoured					11			

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Fußknechte	Only before 1600	Medium Foot	Unarmoured	Superior	Arquebus	–	–	10	6–8	10–16	9–90	
		Heavy Foot	Armoured	Superior	–	Pike	Pike	9	4–8	(ET)		
		Medium Foot	Unarmoured	Average	Arquebus	–	–	7	6–8	10–16		
		Heavy Foot	Armoured	Average	–	Pike	Pike	6	4–8	(ET)		
	Only from 1570	Medium Foot	Unarmoured	Superior	Arquebus	–	–	10	6	9		(LT)
		Heavy Foot	Armoured	Superior	–	Pike	Pike	9	3			
		Medium Foot	Unarmoured	Average	Arquebus	–	–	7	6	9		(LT)
		Heavy Foot	Armoured	Average	–	Pike	Pike	6	3			
	Only before 1570	Heavy Foot	Armoured	Superior	–	Pike	Pike	9	8–16	10–16		
			Armoured		–	Heavy Weapon	Heavy Weapon	9	0–2			
		Heavy Foot	Unarmoured	Superior	–	Pike	Pike	8	8–16	10–16		
			Unarmoured		–	Heavy Weapon	Heavy Weapon	8	0–2			
	Any date	Heavy Foot	Armoured	Average	–	Pike	Pike	6	8–16	10–16		
			Armoured		–	Heavy Weapon	Heavy Weapon	6	0–2			
		Heavy Foot	Unarmoured	Average	–	Pike	Pike	5	8–16	10–16		
			Unarmoured		–	Heavy Weapon	Heavy Weapon	5	0–2			
		Heavy Foot	Armoured	Average	–	Pike	Pike	6	6–12	10–16		
					–	Heavy Weapon	Heavy Weapon	6	0–2			
		Medium Foot	Unarmoured	Average	Arquebus	–	–	7	4–6			
		Heavy Foot	Unarmoured	Average	–	Pike	Pike	5	6–12	10–16		
–					Heavy Weapon	Heavy Weapon	5	0–2				
Medium Foot	Unarmoured	Average	Arquebus	–	–	7	4–6					
Hakenbüchenschützen	Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6–8	0–12	4–18		
	Light Foot	Unarmoured	Average	Arquebus	–	–	6	6–8	0–12			
Musketier Kompanien	Light Foot	Unarmoured	Average Superior	Musket	–	–	7 10	4–6	0–6			
Field guns	Medium Artillery	–	Average	Medium Artillery	–	–	20	2, 3 or 4		2–8		
Heavy field guns	Heavy Artillery	–	Average	Heavy Artillery	–	–	25	2, 3 or 4				
<b>Optional Troops</b>												
Spanish men-at-arms	Gendarmes	Heavily Armoured	Superior	–	Light Lancers	Swordsmen	21	4	0–4	0–4		
Italian men-at-arms	Gendarmes	Heavily Armoured	Average	–	Heavy Lancers	Swordsmen	15	4	0–4			
Spanish Celadas	Light Horse	Armoured	Average	–	Light Lancers	Swordsmen	10	4		0–6		
	Horse	Heavily Armoured	Average	–	Light Lancers	Swordsmen	12	4–6				
		Armoured					10					

## LATER IMPERIAL AUSTRIAN AND GERMAN STATES

Spanish or Italian mounted arquebusiers	Any date	Light Horse	Armoured	Average	Carbine	-	-	9	4	0-4	
			Unarmoured					7			
	Horse	Armoured	Average	Carbine	-	-	9	4			
		Unarmoured					7				
Only from 1573	Horse	Armoured	Average	Carbine	-	Pistol	11	4			
		Unarmoured					9				
Hussars		Light Horse	Unarmoured	Average	Bow	-	-	7	4-6	0-8	
		Light Horse	Unarmoured	Average	Carbine	-	-	7	4-6		
		Light Horse	Unarmoured	Average	Bow	-	Swordsmen	9	4-6	0-12	
		Light Horse	Unarmoured	Average	Carbine	-	Swordsmen	9	4-6		
		Cavalry	Unarmoured	Average	Bow	-	Swordsmen	10	4-6	0-16	
		Cavalry	Unarmoured	Average	Carbine	-	Swordsmen	10	4-6		
		Cavalry	Armoured	Average	Bow	-	Swordsmen	12	4-6	0-6	
		Cavalry	Armoured	Average	Bow*	Light Lance	Swordsmen	12	4-6		
		Cavalry	Armoured	Average	Carbine	-	Swordsmen	12	4-6		
Szekler cavalry		Light Horse	Unarmoured	Superior	Bow	-	Swordsmen	12	4-6		
			Average	9							
		Cavalry	Unarmoured	Superior	Bow	-	Swordsmen	13	4-6		
			Unarmoured	Average				10			
			Armoured	Superior				16			
Armoured	Average	12									
Spanish Tercios	Only from 1534 to 1600	Medium Foot	Unarmoured	Superior	Arquebus	-	-	10	6-8	0-32	
		Heavy Foot	Armoured	Superior	-	Pike	Pike	9	6-8 (ET)		
		Medium Foot	Unarmoured	Average	Arquebus	-	-	7	6-8		
	Heavy Foot	Armoured	Average	-	Pike	Pike	6	6-8 (ET)			
	Only from 1570	Medium Foot	Unarmoured	Superior	Arquebus	-	-	10	6		9 (LT)
		Heavy Foot	Armoured	Superior	-	Pike	Pike	9	3		
		Medium Foot	Unarmoured	Average	Arquebus	-	-	7	6		9 (LT)
Heavy Foot		Armoured	Average	-	Pike	Pike	6	3			
Light guns	Light Artillery	-	Average	Light Artillery	-	-	12	2	0-2		
Schanzen & Letzen	Field Fortifications	-	-	-	-	-	3	-	0-20		
<b>Allies</b>											
German States allies – Later Imperial Austrian and German States											
Spanish allies – Early Imperial Spanish Allies											

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# CLASH OF EMPIRES

LATER IMPERIAL AUSTRIAN AND GERMAN STATES ALLIES											
Allied Commander		Field Commander/Troop Commander					40/25	1			
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Shooting	Impact	Close Combat				
Imperial, feudal or mercenary gendarmes	Only before 1610	Gendarmes	Heavily Armoured	Superior	-	Heavy Lancers	Swordsmen	21	4	0-4	
				Average				15			
Men-at-arms with mixed equipment		Horse	Heavily Armoured	Average	-	Light Lancers	Swordsmen	12	4	0-4	
Separately deployed poorly-equipped men-at-arms		Horse	Armoured	Average	-	Light Lancers	Swordsmen	10	4	0-4	
		Horse	Armoured	Average	-	-	Swordsmen	9			
Kürassiere		Only from 1590	Horse	Heavily Armoured	Superior	-	Pistol	Pistol	16	4	0-4
				Average	12						
Reiters		Only before 1610	Horse	Heavily Armoured	Average	Pistol	-	Pistol	13	4-6	0-6
									11		
		Only from 1585	Horse	Heavily Armoured	Average	Carbine	-	Pistol	13	4-6	
Fußknechte	Only before 1600	Medium Foot	Unarmoured	Superior	Arquebus	-	-	10	6-8	10-16	
		Heavy Foot	Armoured	Superior	-	Pike	Pike	9	4-8	(ET)	
		Medium Foot	Unarmoured	Average	Arquebus	-	-	7	6-8	10-16	
		Heavy Foot	Armoured	Average	-	Pike	Pike	6	4-8	(ET)	
	Only from 1570	Medium Foot	Unarmoured	Superior	Arquebus	-	-	10	6	9	
		Heavy Foot	Armoured	Superior	-	Pike	Pike	9	3	(LT)	
		Medium Foot	Unarmoured	Average	Arquebus	-	-	7	6	9	
		Heavy Foot	Armoured	Average	-	Pike	Pike	6	3	(LT)	
	Only before 1570	Heavy Foot	Armoured	Superior	-	Pike	Pike	9	8-16	10-16	
			Armoured		-	Heavy Weapon	Heavy Weapon	9	0-2		
		Heavy Foot	Unarmoured	Superior	-	Pike	Pike	8	8-16	10-16	
			Unarmoured		-	Heavy Weapon	Heavy Weapon	8	0-2		
	Any date	Heavy Foot	Armoured	Average	-	Pike	Pike	6	8-16	10-16	
			Armoured		-	Heavy Weapon	Heavy Weapon	6	0-2		
		Heavy Foot	Unarmoured	Average	-	Pike	Pike	5	8-16	10-16	
			Unarmoured		-	Heavy Weapon	Heavy Weapon	5	0-2		
		Heavy Foot	Armoured	Average	-	Pike	Pike	6	6-12	10-16	
			Armoured		-	Heavy Weapon	Heavy Weapon	6	0-2		
		Medium Foot	Unarmoured	Average	Arquebus	-	-	7	4-6		
		Heavy Foot	Unarmoured	Average	-	Pike	Pike	5	6-12	10-16	
Unarmoured			-		Heavy Weapon	Heavy Weapon	5	0-2			
Medium Foot		Unarmoured	Average	Arquebus	-	-	7	4-6			

## EARLY IMPERIAL SPANISH ALLIES

Hakenbüchenschützen		Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6	0–6		
		Light Foot	Unarmoured	Average	Arquebus	–	–	6	6			
Field guns		Medium Artillery	–	Average	Medium Artillery	–	–	20	2	0–2		
Heavy field guns		Heavy Artillery	–	Average	Heavy Artillery	–	–	25	2			
Hussars		Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9	4–6	0–6		
		Light Horse	Unarmoured	Average	Carbine	–	Swordsmen	9	4–6			
		Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4–6			
		Cavalry	Unarmoured	Average	Carbine	–	Swordsmen	10	4–6			
Spanish Tercios		Medium Foot	Unarmoured	Superior	Arquebus	–	–	10	6	0–12		
		Only from 1534 to 1600	Heavy Foot	Armoured	Superior	–	Pike	Pike	9		6	(ET)
			Medium Foot	Unarmoured	Average	Arquebus	–	–	7		6	12 (ET)
			Heavy Foot	Armoured	Average	–	Pike	Pike	6		6	
		Only from 1570	Medium Foot	Unarmoured	Superior	Arquebus	–	–	10		6	9 (LT)
			Heavy Foot	Armoured	Superior	–	Pike	Pike	9		3	
Medium Foot	Unarmoured		Average	Arquebus	–	–	7	6	9 (LT)			
		Heavy Foot	Armoured	Average	–	Pike	Pike	6	3			

## EARLY IMPERIAL SPANISH ALLIES



- ♦ The commander should be depicted as Guardias Viejas.
- ♦ Battle groups designated as “(ET)” and “(LT)” respectively count as early tercios and later tercios as defined in the rule book.
- ♦ Walloon and Flemish infantry or Landsknecht battle groups must have more Heavy Foot bases than Medium Foot bases.

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# CLASH OF EMPIRES

EARLY IMPERIAL SPANISH ALLIES												
Allied Commander		Field Commander/Troop Commander						40/25		1		
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Shooting	Impact	Melee					
Guardias Viejas		Gendarmes	Heavily Armoured	Superior	–	Light Lancers	Swordsmen	21	4	0–4		
Celadas		Light Horse	Armoured	Average	–	Light Lancers	Swordsmen	10	4	0–4		
		Horse	Heavily Armoured	Average	–	Light Lancers	Swordsmen	12	4			
Armoured	10											
Jinetes	Only before 1573	Light Horse	Armoured	Average	Javelins	–	Swordsmen	9	4			
		Unarmoured	7									
Mounted arquebusiers		Any date	Light Horse	Armoured	Average	Carbine	–	–	9	4		
			Unarmoured	7								
		Horse	Armoured	Average	Carbine	–	–	9	4			
			Unarmoured					7				
	Only from 1573	Horse	Armoured	Average	Carbine	–	Pistol	11	4			
			Unarmoured					9				
Tercios		Only before 1600	Medium Foot	Unarmoured	Superior	Arquebus	–	–	10	6–8	9–28	
			Heavy Foot	Armoured	Superior	–	Pike	Pike	9	4–8		(ET)
			Medium Foot	Unarmoured	Average	Arquebus	–	–	7	6–8		10–16
			Heavy Foot	Armoured	Average	–	Pike	Pike	6	4–8		(ET)
		Only from 1569	Medium Foot	Unarmoured	Superior	Arquebus	–	–	10	6		9
			Heavy Foot	Armoured	Superior	–	Pike	Pike	9	3		(LT)
			Medium Foot	Unarmoured	Average	Arquebus	–	–	7	6		9
Walloon and Flemish infantry (before 1602), or mercenary Landsknechts		Heavy Foot	Armoured	Average	–	Pike	Pike	6	6–12	0–24		
					–	Heavy Weapon	Heavy Weapon	6	0–2		10–16	
		Medium Foot	Unarmoured	Average	Arquebus	–	–	7	4–6			
		Heavy Foot	Unarmoured	Average	–	Pike	Pike	5	6–12		10–16	
					–	Heavy Weapon	Heavy Weapon	5	0–2			
		Medium Foot	Unarmoured	Average	Arquebus	–	–	7	4–6			
Artillery		Heavy Artillery	–	Average	Heavy Artillery	–	–	25	2	0–2		
		Medium Artillery	–	Average	Medium Artillery	–	–	20	2			
Spanish arquebusier companies		Medium Foot	Unarmoured	Superior	Arquebus	–	–	9	6	0–6		
				Average				6				

# POLISH-LITHUANIAN COMMONWEALTH

*Whilst Poland and Lithuania* were finally joined together in a Commonwealth (*rzeczpospolita*) in 1569, it was the election of Stefan Bathory to the throne in 1576 that was the significant event militarily in this period. At the start of his reign, Bathory found his realm at war in the Baltic against the Russians of Ivan the Terrible. He immediately commenced a series of campaigns with a re-organised army, which drove the Russians back from a large part of their conquests, and established Poland-Lithuania as, possibly, the major military power in the region.

*Cossacks*

The early 17th century saw the Commonwealth involved in an almost continuous series of wars. From 1600–1611 there was war with Sweden in Livonia. This started with a series of unbroken victories for the Commonwealth, and then expanded into Russia as Polish armies became involved in the “Time of Troubles”, including the capture of Moscow in 1610 and the crowning of a (temporary) Polish Tsar in the Kremlin. This led to an ongoing war with Russia, which lasted until 1619, and resulted in territorial gains for the Commonwealth, including the recapture of the important, and symbolic, city of Smolensk.

In addition to these wars in the north and west, there was conflict between 1614 and 1621 with the



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## CLASH OF EMPIRES



*Hussars in Cracow, 1605, by Angus McBride © Osprey Publishing Ltd. Taken from Men-at-Arms 184: Polish Armies 1569–1696 (1).*

Ottoman Turkish Empire. Unlike the other wars, this initially went against the Commonwealth, with the Turks invading Polish-Lithuanian territory after they invaded the Turkish vassal of Moldavia. Peace was eventually agreed after the Turks were halted by a combined Commonwealth and Cossack army at Chocim in 1621.

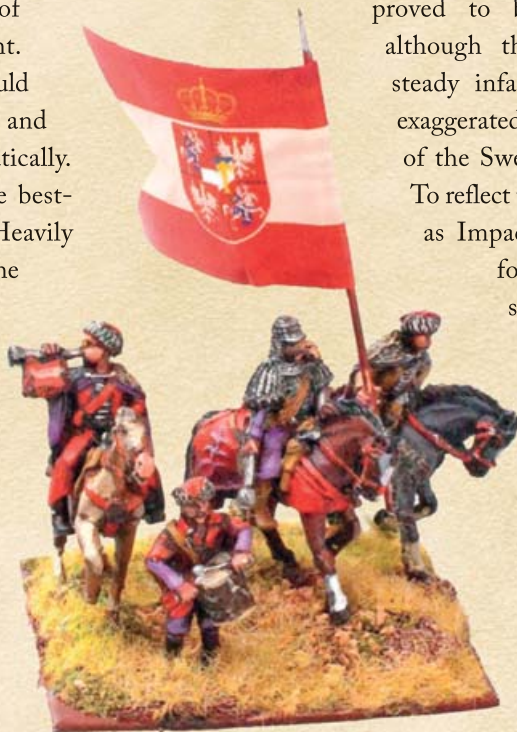
A second war with Sweden erupted in 1617, with the new and aggressive Swedish king, Gustavus Adolphus, aiming to increase Sweden's Baltic possessions. Unlike the earlier war, this

was a more even affair. Although on balance the Commonwealth possibly came out ahead in a lot of the fighting, Sweden did maintain its Livonian territory and was left with a peace that allowed them freedom to intervene in Germany. The fighting was fierce and Gustavus was wounded on a number of occasions. One of these would lead, indirectly, to his death at Lützen in 1632.

This list covers armies of the Poles and Lithuanians from 1576 to 1631.

TROOP NOTES

With the accession of the Transylvanian Stefan Bathory in 1576, the majority Polish-Lithuanian cavalry were to be the famous “Winged Hussars” who could contribute 75% or more of the mounted arm. Their equipment was standardised along Transylvanian lines. Each hussar company (*rota*) was commanded by a *rotmistrz* who commissioned wealthy men known as *towarzysze* (“companions”) to raise a number of cavalry in a manner similar to the old medieval lance. The *towarzysze* would recruit retainers (*pacholiks*) to make up the number of soldiers required. There could be as many as 7 of these. The *towarzysze* were splendidly equipped, as befitted wealthy men in a society that prized ostentatious displays of personal wealth, and it is from their equipment that we have our image of the hussars at their height. However, the *pacholiks* would be less well-equipped, and certainly less dramatically. Whilst the armour of the best-equipped would justify Heavily Armoured classification, the majority of the hussars were not equipped to that standard, and so we classify the battle groups as Armoured. During the period covered by this list, the most usual form of the famous wing was a single, straight wing attached to the back of the saddle.



*Polish Commander-in-Chief*

The hussar’s main weapon was the 5 metre *kopia* lance, which was hollow and made from cheap wood. As this would inevitably shatter on impact, the hussar carried a long heavy sword, called a *koncerz*, as a back-up to be used in a lance-like manner in subsequent charges. In a hard-fought battle it was seen as a dishonourable thing not to have shattered your *kopia*, as this meant you had not been in the thick of the fighting. The hussars also carried firearms – a pistol, or from the 1630s a pair of pistols, were required – and many *pacholiks* were issued with an arquebus or similar. However, these were very much secondary weapons, even after the lance had been broken, when the rider’s sabre, called a *pallash*, was the favoured weapon.

In battle, in this period, the hussars often proved to be all but unstoppable, although their effectiveness against steady infantry with pikes is often exaggerated, mainly due to their defeat of the Swedes at Kircholm in 1605. To reflect their effect we classify them as Impact Mounted, and as their formations were relatively shallow, as Determined Horse. This gives the right performance as well as reflecting their controlled behaviour.

Polish-Lithuanian Cossacks of this period retained the fire-support role, “shooting in” the hussar charge. These

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*Polish Haiduks 1600–25, by Angus McBride © Osprey Publishing Ltd. Taken from Men-at-Arms 184: Polish Armies 1569–1696 (1).*

were not the same peoples that are covered by the Cossack list, but were from within the borders of the Commonwealth, although their backgrounds would have been similar to those outside. They adopted firearms whilst mounted at an earlier date than other Cossacks. In Polish they were known as Kozacy.

As with the cavalry, the infantry also came under Transylvanian influence, with the most usual type of native infantry now being haiduks and

the similar Cossack foot. German mercenaries were also recruited, and these would often be wholly arquebus- or musket-armed. With the dominance of their cavalry, the Poles had little need for pikemen.

On occasion, camp servants and similar were given spare lances and mounted on pack horses in an attempt to fool the enemy into thinking that there were more hussars present than there actually were.

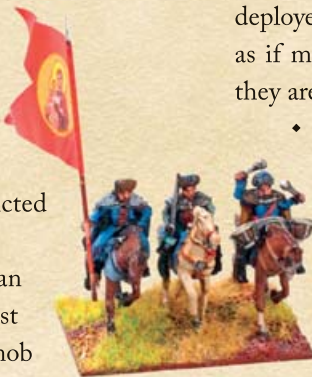
# POLISH-LITHUANIAN COMMONWEALTH

POLISH-LITHUANIAN COMMONWEALTH STARTER ARMY (1611 – 1631)		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Hussars	2 BGs	Each comprising 4 bases of Hussars: Superior, Armoured Determined Horse – Impact Mounted, Swordsmen
Armoured Cossacks	1 BG	4 bases of Armoured Cossacks: Average, Armoured Cavalry – Carbine, Swordsmen
Other Cossacks	2 BGs	Each comprising 4 bases of Other Cossacks: Average, Unarmoured Light Horse – Carbine
German mercenary bandellier reiters	1 BG	4 bases of German mercenary bandellier reiters: Average, Unarmoured Horse – Carbine, Melee Pistol
Haiduks and registered Cossacks	1 BG	6 bases of Haiduks and registered Cossacks: Average, Unarmoured Medium Foot – Arquebus, Swordsmen
Haiduks and registered Cossacks	1 BG	6 bases of Haiduks and registered Cossacks: Average, Unarmoured Medium Foot – Arquebus
German mercenary infantry	1 BG	9 bases of German mercenary infantry: 3 Average, Armoured Heavy Foot – Pike; 6 Average, Unarmoured Medium Foot – Musket (Later Tercio)
Fake hussars	1 BG	4 bases of Fake hussars: Poor, Unarmoured Mob
Camp	1	Unfortified camp
Total	10 BGs	Camp, 24 mounted bases, 25 foot bases, 3 commanders

## BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Hussars.
- Players using fake hussars can deploy Hussar bases, which must be replaced by bases depicting mob



*Polish Sub-commander*

or peasants on poor mounts as soon as enemy within 6 MUs can see them. They can be deployed within 12 MUs of a side table edge as if mounted troops. In all other respects they are treated as normal Mob.

- Battle groups designated “(LT)” count as later tercios as defined in the rule book.

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# CLASH OF EMPIRES

POLISH-LITHUANIAN COMMONWEALTH											
Territory Types: Agricultural, Woodlands, Steppes											
C-in-C	Great Commander/Field Commander/Troop Commander						80/50/35	1			
Sub-commanders	Field Commander						50	0-2			
	Troop Commander						35	0-3			
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases		
	Type	Armour	Quality	Shooting	Impact combat	Close Combat					
<b>Core Troops</b>											
Hussars	Determined Horse	Armoured	Superior	–	Impact Mounted	Swordsmen	23	4-6		4-24	
Armoured Cossacks	Cavalry	Armoured	Superior	Bow	–	Swordsmen	16	4-6		4-12	
	Cavalry	Armoured	Superior	Carbine	–	Swordsmen	16	4-6			
	Cavalry	Armoured	Average	Bow	–	Swordsmen	12	4-6			
	Cavalry	Armoured	Average	Carbine	–	Swordsmen	12	4-6			
Lithuanian petyhorsy	Cavalry	Armoured	Average	Bow*	Light Lancers	Swordsmen	12	4-6			
		Unarmoured					10				
Other Cossacks	Cavalry	Unarmoured	Average	Carbine	–	Swordsmen	10	4-6			
	Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4-6			
	Light Horse	Unarmoured	Average	Bow	–	–	7	4-6			
	Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9	4-6			
	Light Horse	Unarmoured	Average	Carbine	–	–	7	4-6			
	Light Horse	Unarmoured	Average	Carbine	–	Swordsmen	9	4-6			
Haiduks and registered Cossacks	Medium Foot	Unarmoured	Average	Arquebus	–	Swordsmen	7	6-8		6-24	
	Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6-8			
Artillery	Medium Artillery	–	Average	Medium Artillery	–	–	20	2	0-2	0-4	
	Light Artillery	–	Average	Light Artillery	–	–	12	2, 3 or 4	0-4		
<b>Optional Troops</b>											
Lithuanian Tartars	Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9	4	0-4		
German mercenary reiters	Only before 1611	Horse	Heavily Armoured	Average	Pistol	–	Pistol	13	4-6		
			Armoured					11			
German mercenary bandellier reiters	Only from 1611	Horse	Armoured	Average	Carbine	–	Pistol	11	4-6		
			Unarmoured					9			
German or Livonian cuirassiers	Only from 1619	Horse	Heavily Armoured	Average	–	Pistol	Pistol	12	4	0-4	
Noble levy	Cavalry	Armoured	Poor	Bow	–	–	7	8-10		0-20	
Dragoons and cossacks	Dragoons	Unarmoured	Average	Arquebus	–	–	7	3 or 4		0-6	
German mercenary infantry	Only before 1611	Heavy Infantry	Armoured	Average	–	Pike	Pike	6	6-12	0-16	
					–	Heavy Weapon	Heavy Weapon	6	0-2		
		Medium Foot	Unarmoured	Average	Arquebus	–	–	7	4-6		
		Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6-8		
	Only from 1611	Medium Foot	Unarmoured	Average	Musket	–	–	7	6		
		Only from 1611 until 1629	Medium Foot	Unarmoured	Average	Musket	–	–	8		6
	Only from 1625	Heavy foot	Armoured	Average	–	Pike	Pike	6	3		0-18
		Medium Foot	Unarmoured	Average	Musket	–	–	8	4		
Heavy Foot	Armoured	Average	–	Pike	Pike	6	2	6			

## POLISH-LITHUANIAN COMMONWEALTH

Peasant infantry	Mob	Unarmoured	Poor	–	–	–	2	8–12	0–12
Fake hussars	Mob	Unarmoured	Poor	–	–	–	2	4–6	0–6
War wagons	Battle Wagons	–	Average	Arquebus	–	–	20	2	0–6
Tabor wagon laager	Field Fortifications	–	–	–	–	–	3	–	0–10
Fortified camp	–	–	–	–	–	–	24	–	0–1
<b>Allies</b>									
Ukrainian Cossack allies (only from 1619) – Cossack									

### POLISH-LITHUANIAN COMMONWEALTH ALLIES

Allied Commander		Field Commander/Troop Commander					40/25	1				
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Shooting	Impact combat	Close Combat					
Hussars		Determined Horse	Armoured	Superior	–	Impact Mounted	Swordsmen	23	4–6	4–12		
Armoured Cossacks		Cavalry	Armoured	Superior	Bow	–	Swordsmen	16	4	4–12		
		Cavalry	Armoured	Superior	Carbine	–	Swordsmen	16	4			
		Cavalry	Armoured	Average	Bow	–	Swordsmen	12	4			
		Cavalry	Armoured	Average	Carbine	–	Swordsmen	12	4			
Lithuanian petyhorsy		Cavalry	Armoured	Average	Bow*	Light Lancers	Swordsmen	12	4	4–12		
			Unarmoured					10				
Other Cossacks		Cavalry	Unarmoured	Average	Carbine	–	Swordsmen	10	4	0–4		
		Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4			
		Light Horse	Unarmoured	Average	Bow	–	–	7	4			
		Light Horse	Unarmoured	Average	Bow	–	Swordsmen	9	4			
		Light Horse	Unarmoured	Average	Carbine	–	–	7	4			
		Light Horse	Unarmoured	Average	Carbine	–	Swordsmen	9	4			
Haiduks and registered Cossacks		Medium Foot	Unarmoured	Average	Arquebus	–	Swordsmen	7	6–8	0–8		
		Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6–8			
German mercenary reiters	Only before 1611	Horse	Heavily Armoured	Average	Pistol	–	Pistol	13	4	0–4		
			Armoured					11				
German mercenary bandellier reiters	Only from 1611	Horse	Armoured	Average	Carbine	–	Pistol	11	4	0–4		
			Unarmoured					9				
Dragoons and cossacks		Dragoons	Unarmoured	Average	Arquebus	–	–	7	3	0–3		
German mercenary infantry		Only before 1611	Heavy Infantry	Armoured	Average	–	Pike	Pike	6	6	10	0–10
			Medium Foot	Unarmoured	Average	Arquebus	–	–	7	4		
		Only from 1611	Medium Foot	Unarmoured	Average	Musket	–	–	7	6	0–9	
		Only from 1611 until 1629	Medium Foot	Unarmoured	Average	Musket	–	–	8	6		9 (LT)
			Heavy foot	Armoured	Average	–	Pike	Pike	6	3		
		Only from 1625	Medium Foot	Unarmoured	Average	Musket	–	–	8	4		6
Heavy Foot	Armoured		Average	–	Pike	Pike	6	2				

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*Scout of Gostomski's Hussars and militiaman, Cracow, 1605, by Angus McBride © Osprey Publishing Ltd.  
Taken from Men-at-Arms 188: Polish Armies 1569–1696 (2).*

# LATER OTTOMAN TURKISH



*From their high point in the third quarter of the 16th century, the Ottomans now entered a period of relative decline. Nevertheless, they remained for the best part of the 17th century a very dangerous enemy, and at times dominated military planning in Europe, the east and the Black Sea steppe area. Neighbours could not choose to ignore the potential threat from the Turks, as their outlook was still expansionist.*

The relative decline was due to a combination of weaker Sultans, the growing influence of the Qapu Khalqi in internal politics, influence of the harem and, in the second half of the 17th century, the growing influence of the Grand Viziers, who assumed some powers formerly concentrated in the person of the Sultan. Militarily, the Empire had somewhat stagnated, although firearms were more widespread, and their enemies had started

to work out how to deal with the threats posed by the Ottoman military system.

Warfare remained endemic across the Empire, with fighting against the Safavids in the east, the Hapsburgs in the west, and incursions made into the Black Sea steppes against Poland-Lithuania and Russia, often to assist the Turks' Crimean Tatar allies. The largest expedition of the period was that which led to the famous Siege of Vienna in 1683. This proved to be the Ottomans' last major attempt at conquest in the west. Its failure was a major blow to Ottoman prestige in the Balkan region, and resulted in a sustained Hapsburg offensive for the rest of the century to reclaim lands lost to the Turks over the previous two centuries.

This list covers the armies of Ottoman Turkey from 1596 to 1698.

## *Janissaries*



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## TROOP NOTES

From the start of the 17th century, the sipahis were encouraged to use firearms instead of the traditional bow. They were not enthusiastic about this change, regarding firearms as unbecoming and dirty weapons, beneath their dignity. Despite this, however, a pair of pistols had more or less replaced the bow amongst the Roumeliot (European) sipahis by the middle of the century, and carbines were being taken up by their followers. The more traditional, and poorer, Anatolian sipahis were even less enthusiastic than the Europeans, and firearms remained a minority weapon amongst them. Their followers probably never gave up the use of the bow. As Ottoman cavalry tactics do not appear to have changed much with the adoption of firearms, we treat the mixture of bows, pistols and carbines as equivalent to Carbine capability

for battle groups with a substantial proportion of firearms, Bow for those predominantly armed with bow. We assume that as court troops, the Qapu Khalqi sipahis had less choice over the adoption of firearms and so are given Carbine capability at an earlier date.

In addition to changes in weaponry amongst the sipahis, they also started to wear less and less armour over this period, and by the end of the century it was quite common for the majority of troopers to be unarmoured.

Following the defeat outside Vienna in 1683, the Anatolian sipahis went further into decline. We represent this by no longer allowing any of their battle groups to be Superior, nor any to be Armoured. Whilst the Roumeliot sipahis also suffered, this was not so dramatic, and so we make no changes to their classification after this date.



*The Ottomans at the gates of Vienna, 1683, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 191: Vienna 1683.*

## LATER OTTOMAN TURKISH



*The expansion of the Ottoman Empire, 1481–1683 © Osprey Publishing Ltd. Taken from Essential Histories 62: The Ottoman Empire 1326–1699.*

It was not just the timariots who were declining in effectiveness – even the Janissaries suffered. From 1568 they were no longer wholly recruited by the *devşirme* system, as the sons of ex-Janissaries started to be allowed into the corps. From 1582, freeborn men were also allowed in under certain circumstances, and then in 1594 any Muslim volunteers were allowed entry. In addition to the less

exclusive recruitment, the Janissaries were deployed to garrison posts throughout the Empire, and no longer served under the eye of the Sultan. Numbers also increased as a result. The impact of these changes was that although the Janissaries remained the best of the Ottoman infantry, they were no longer quite as effective as before. We represent this by allowing only one Superior Janissary battle group.

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## CLASH OF EMPIRES

### LATER OTTOMAN TURKISH STARTER ARMY (CIRCA 1650)

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Qapu Khalqi sipahis	2 BGs	Each comprising 4 bases of Qapu Khalqi sipahis: Superior, Armoured Cavalry – Carbine, Swordsmen
Roumeliot timariot sipahis	2 BGs	Each comprising 4 bases of Roumeliot timariot sipahis: Average, Unarmoured Cavalry – Carbine, Swordsmen
Anatolian timariot sipahis	1 BG	4 bases of Anatolian timariot sipahis: Average, Unarmoured Cavalry – Bow, Swordsmen
Crimean Tatars	1 BG	4 bases of Crimean Tatars: Average, Unarmoured Light Horse – Bow, Swordsmen
Janissaries	1 BG	6 bases of Janissaries: Superior, Unarmoured Medium Foot – Musket, Swordsmen
Janissaries	1 BG	6 bases of Janissaries: Average, Unarmoured Medium Foot – Musket, Swordsmen
Tufekcis	1 BG	6 bases of Tufekcis: Average, Unarmoured Medium Foot – Musket
Artillery	1 BG	2 bases of Artillery: Average Medium Artillery – Medium Artillery
Camp	1	Unfortified camp
Total	10 BGs	Camp, 24 mounted bases, 20 foot bases, 3 commanders

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- ♦ Commanders should be depicted as Qapu Khalqi sipahis.
- ♦ Only one battle group of Elite troops can be fielded.
- ♦ No more than one-third of the army's Roumeliot Timariot battle groups can be Superior.
- ♦ No more than one-third of the army's Anatolian Timariot battle groups can be Superior.
- ♦ The number of Roumeliot sipahi battle groups fielded can never exceed the number of Anatolian sipahi battle groups by more than one.



*Sipahis*

- ♦ The minimum marked \* only applies before 1620.
- ♦ The minimum marked \*\* only applies from 1620.

# LATER OTTOMAN TURKISH

LATER OTTOMAN TURKISH										
Territory Types: Agricultural, Hilly										
C-in-C	Great Commander/Field Commander/Troop Commander						80/50/35	1		
Sub-commanders	Field Commander						50	0-2		
	Troop Commander						35	0-3		
Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Shooting	Impact combat	Close Combat				
Core Troops										
Qapu Khalqi sipahis	Only before 1600	Cavalry	Heavily Armoured	Elite	Bow	-	Swordsmen	22	4-6	0-6
				Superior				19		
	Only before 1620	Cavalry	Armoured	Elite	Bow	-	Swordsmen	19	4-6	
				Superior				16		
	Only from 1610	Cavalry	Armoured	Elite	Carbine	-	Swordsmen	19	4-6	
				Superior				16		
Cavalry	Unarmoured	Elite	Carbine	-	Swordsmen	15	4-6			
		Superior				13				
Anatolian timariot sipahis	Only before 1684	Cavalry	Armoured	Superior	Bow	-	Swordsmen	16	4-6	4-36
				Average				12		
				Poor				9		
	Any date	Cavalry	Unarmoured	Average	Bow	-	Swordsmen	10	4-6	
				Poor				8		
				Superior				16		
Roumeliot timariot sipahis	Only before 1650	Cavalry	Armoured	Superior	Bow	-	Swordsmen	16	4-6	8-48
				Average				12		
				Poor				9		
		Cavalry	Unarmoured	Average	Bow	-	Swordsmen	10	4-6	
				Poor				8		
				Superior				16		
	Only from 1630	Cavalry	Armoured	Superior	Carbine	-	Swordsmen	12	4-6	
				Average				9		
				Poor				13		
		Cavalry	Unarmoured	Superior	Carbine	-	Swordsmen	10	4-6	
				Average				8		
				Poor				10		
Janissaries	Medium Foot	Unarmoured	Superior	Musket	-	Swordsmen	11	6-8	0-8	
			Average				8		0-32	
Azap and other archers	Medium Foot	Unarmoured	Average	Bow	-	-	5	6-8	*6-16	
			Poor				3			
Tufekcis and similar musketeers	Medium Foot	Unarmoured	Average	Musket	-	-	7	6-8	**6-16	
Artillery	Heavy Artillery	-	Average	Heavy Artillery	-	-	25	2, 3 or 4	2-8	
	Medium Artillery	-	Average	Medium Artillery	-	-	20	2, 3 or 4		
Optional Troops										
Delis	Light Horse	Unarmoured	Superior	-	Light Lancers	Swordsmen	11	4-6	0-8	
Other Balkan cavalry	Light Horse	Unarmoured	Average	-	Light Lancers	Swordsmen	8	4-6		
Turcomans or Crimean Tatars	Light Horse	Unarmoured	Average	Bow	-	Swordsmen	9	4-6	0-8	
	Cavalry	Unarmoured	Average	Bow	-	Swordsmen	10	4-6		

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Bedouin	Light Horse	Unarmoured	Average	–	Light Lancers	Swordsmen	8	4–6	0–8
	Cavalry	Unarmoured	Average	–	Light Lancers	Swordsmen	9	4–6	
Kurds	Cavalry	Armoured	Average	–	Light Lancers	Swordsmen	11	4–6	
Balkan and Anatolian sharpshooters	Light Foot	Unarmoured	Average	Musket	–	–	7	4–6	0–8
Poorly-equipped levies	Mob	Unarmoured	Poor	–	–	–	2	10–12	0–12
Wagons, ditches, stakes, chained guns and tethered camels	Field Fortifications	–	–	–	–	–	3	–	0–24
Fortified camp							24		0–1
<b>Allies</b>									
Crimean Tatar allies – Tatar									
Wallachian allies – Wallachian, Moldavian and Transylvanian									
Moldavian allies – Wallachian, Moldavian and Transylvanian									
Transylvanian allies (only from 1618) – Hungarian–Transylvanian: Field of Glory Renaissance Companion 1: <i>Wars of Religion</i>									
Hungarian rebel allies (only from 1670) – Hungarian: Field of Glory Renaissance Companion 5: <i>Duty and Glory</i>									



*The Ottoman Eastern European front, 17th century* © Osprey Publishing Ltd.  
 Taken from *Essential Histories* 62: The Ottoman Empire 1326–1699.

## EARLY GUSTAVAN SWEDISH

LATER OTTOMAN TURKISH ALLIES										
Allied Commander		Field Commander/Troop Commander					40/25	1		
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Shooting	Impact combat	Close Combat			
Anatolian timariot sipahis	Only before 1684	Cavalry	Armoured	Superior	Bow	–	Swordsmen	16	4–6	0–12
				Average				12		
				Poor				9		
	Any date	Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4–6	
			Poor				8			
Roumeliot timariot sipahis	Only before 1650	Cavalry	Armoured	Superior	Bow	–	Swordsmen	16	4–6	4–24
				Average				12		
				Poor				9		
		Cavalry	Unarmoured	Average	Bow	–	Swordsmen	10	4–6	
				Poor				8		
	Only from 1630	Cavalry	Armoured	Superior	Carbine	–	Swordsmen	16	4–6	
				Average				12		
				Poor				9		
Cavalry		Unarmoured	Superior	Carbine	–	Swordsmen	13	4–6		
			Average				10			
			Poor				8			
Janissaries	Medium Foot	Unarmoured	Average	Musket	–	Swordsmen	8	6–8	6–18	
Azap and other archers	Medium Foot	Unarmoured	Average	Bow	–	–	5	6–8	0–6	
			Poor				3			
Tufekcis and similar musketeers	Medium Foot	Unarmoured	Average	Musket	–	–	7	6–8	0–6	
Delis	Light Horse	Unarmoured	Superior	–	Light Lancers	Swordsmen	11	4	0–4	
Other Balkan cavalry	Light Horse	Unarmoured	Average	–	Light Lancers	Swordsmen	8	4		
Poorly-equipped levies	Mob	Unarmoured	Poor	–	–	–	2	8	0–8	

## EARLY GUSTAVAN SWEDISH

*This list covers the Swedish armies from the time Gustavus Adolphus started to introduce reforms following his coronation in 1617, until his entry into the Thirty Years' War in 1630.*

Despite inheriting a country that was practically bankrupt, and in poor shape militarily, Gustavus was ambitious. However, until he came of age and was crowned in 1617, he was in no position to make changes. Although he started to implement reforms almost immediately after his coronation,

it was not until he had toured Germany in 1620–1621 that he devised the major reforms for which he is famous. It must also be pointed out that, in implementing his reforms and finding ways to finance his wars, Gustavus was greatly assisted by his chancellor, Axel Oxenstierna. In fact it is doubtful whether, without Oxenstierna, Gustavus would have been able to make his changes, and develop the Swedish army into the force that it was to become.

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*Swedish Mounted with Commanded Shot*

The financial aspect of the situation Gustavus found himself in cannot be underestimated. Sweden itself had a relatively low population, as much of the country was incapable of supporting a high population density. It could not supply enough recruits for a prolonged war without its economy suffering from the unending drain on manpower. Therefore, Sweden needed to hire large numbers of often expensive mercenaries, which required a ready supply of cash.

Gustavus' main conflict of the period was his war against the Polish-Lithuanian Commonwealth in Livonia and Prussia. The war was hard-fought, with victories and defeats to both sides, and both sides suffering heavy attrition to men and horses as well as the inevitable drain of money. It was through this war that Gustavus honed his military skills and those of his army. The relative weakness of the Swedish horse in particular forced him to innovate and to develop his skills in the use of terrain, something that is often overlooked when assessing him. It also created a large pool of experienced subordinates and junior officers, who would prove invaluable in the wars in Germany.

## TROOP NOTES

By the start of Gustavus' reign, the Swedish and Finnish native cavalry had taken up the use of the carbine, and operated as did the *karbinryttare* from Germany, although they were usually short of armour, hence we classify them as Unarmoured. Following his tour of Germany, and after seeing the poor performance of the cavalry against the Poles, Gustavus took away their carbines and instructed them to reserve their pistols for short range shooting in the charge and for the subsequent melee in addition to their swords. In effect they adopted the tactics of contemporary cuirassiers, however they could not be equipped in similar armour, and were still often ill-equipped.

The best of the Finnish cavalry, who became known as *Hakkapeliitta* from their war cry of "*hakkaa päälle!*" (hack them down), were better mounted and developed a fearsome reputation for savagery. There is some uncertainty about how well-equipped they were. Certainly at times they were not equipped to the standard theoretically required of the Swedish cavalry. However, as the Swedes themselves often fell below what was required, both interpretations are allowed for.

## EARLY GUSTAVAN SWEDISH

The Adelsfana cuirassiers survived, but they no longer served abroad. Mercenary cuirassiers were recruited in their stead.

If anything, infantry reforms were even more substantial, and were introduced in two main phases. Firstly, at the start of the reign, mostly under the instruction of Gustavus' chancellor Axel Oxenstierna, they were organised into *Landsregiments*, each based on a region of the kingdom. These were organised along the same lines as contemporary Protestant infantry in Germany and raised by conscription. The second phase was the development of the famous "Swedish brigade" system by Gustavus from 1622 onwards. This went through a series of iterations, initially being comprised of three "squadrons", then four, before reverting to three again when the army was in Germany. The number of squadrons makes no difference to the battle group classification.

In addition to the use of the pike, Gustavus believed that it was imperative for the pikemen, as the assault troops, to be armoured, and in this he seems to have been more successful than with the cavalry.

Despite these changes, and improved performance, there was still concern that the infantry were vulnerable to Polish cavalry. As a result of this, Swedish feathers were used during the mid-1620s, although they were subsequently abandoned again as being both cumbersome and unnecessary.

The Swedish and Finnish infantry regiments were supplemented by large numbers of foreign mercenaries, Germans, Scots and English in the main, who came to be identified by colour names (Yellow, Red, Blue and Green being the oldest) in imitation of current Protestant practice in the Thirty Years' War. The mercenary regiments, regardless of origin, fought in the same manner as the native regiments.

### EARLY GUSTAVAN SWEDISH STARTER ARMY (1628)

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Swedish and Finnish <i>lätta</i> ryttare	1 BG	4 bases of Swedish and Finnish <i>lätta</i> ryttare: Average, Armoured Horse – Impact Pistol, Melee Pistol
Finnish <i>hakkapeliita</i>	1 BG	4 bases of Finnish <i>hakkapeliita</i> : Superior, Unarmoured Cavaliers – Impact Mounted, Swordsmen
Mercenary <i>karbinryttare</i>	1 BG	4 bases of Mercenary <i>karbinryttare</i> : Average, Unarmoured Horse – Carbine, Melee Pistol
Livonian or German cuirassiers	1 BG	2 bases of Livonian or German cuirassiers: Superior, Heavily Armoured Horse – Impact Pistol, Melee Pistol
Veteran "colour regiments" deployed in Swedish brigades	1 BG	7 bases of Veteran "colour regiments" deployed in Swedish brigades with Leather Guns or 3-pounders attached: 3 Superior, Armoured Heavy Foot – Pike; 4 Superior, Unarmoured Medium Foot – Salvo; and 1 Superior Regimental Guns
Other infantry regiments deployed in Swedish brigades	2 BGs	Each comprising 7 bases of Other infantry regiments deployed in Swedish brigades with Leather Guns or 3-pounders attached: 3 Average, Armoured Heavy
Foot – Pike; 4 Average, Unarmoured Medium Foot –	Salvo; and 1	Average Regimental Guns
Commanded shot	1 BG	2 bases of Commanded shot: Average, Unarmoured Medium Foot – Salvo
Dragoons and mounted <i>jägers</i>	1 BG	3 bases of Dragoons and mounted <i>jägers</i> : Average, Unarmoured Dragoons – Musket
Artillery	1 BG	2 bases of Artillery: Average, Medium Artillery – Medium Artillery
Camp	1	Unfortified camp
Total	10 BGs	Camp, 14 mounted bases, 28 foot bases, 3 commanders

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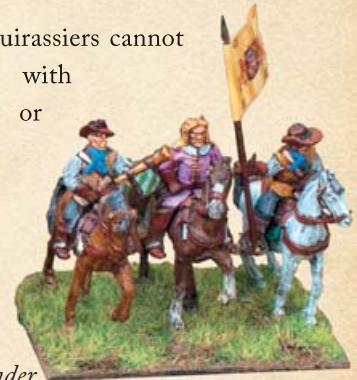
## CLASH OF EMPIRES

### BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- ♦ Commanders should be depicted as *lätta ryttare* or cuirassiers.
- ♦ Battle groups designated “(LT)” count as later tercios as defined in the rule book.

- ♦ Adelsfana cuirassiers cannot be fielded with Livonian or German cuirassiers.



*Swedish Commander*

EARLY GUSTAVAN SWEDISH												
Territory Types: Agricultural, Woodlands, Hilly												
C-in-C		Great Commander/Field Commander/Troop Commander						80/50/35		1		
Sub-commanders		Field Commander						50		0–2		
		Troop Commander						35		0–3		
Troop name		Troop Type			Capabilities			Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Shooting	Impact	Melee					
Core Troops												
Swedish and Finnish <i>lätta ryttare</i>	Only before 1622	Horse	Unarmoured	Average	Carbine	–	Pistol	9	4	4–20	4–20	
				Poor				7				
	Only from 1622	Horse	Armoured	Average	–	Pistol	Pistol	10	4			
		Horse	Unarmoured	Average	–	Pistol	Pistol	8	4			
			Poor				6					
Finnish <i>hakkapeliita</i>		Cavaliers	Armoured	Superior	–	Impact Mounted	Pistols	21	4	0–4		
				Average				16				
		Cavaliers	Unarmoured	Superior	–	Impact Mounted	Swordsmen	18	4			
				Average				13				
Mercenary <i>karbinryttare</i>		Horse	Armoured	Average	Carbine	–	Pistol	11	4–6	0–6 before 1626, 4–12 from 1626		
				Poor				9				
		Unarmoured	Average	Carbine	–	Pistol	11	4–6				
			Poor	9								
Swedish, Finnish and mercenary infantry regiments		Only before 1622	Medium Foot	Unarmoured	Average	Musket	–	–	8	6	9	18–
			Heavy Foot	Armoured	Average	–	Pike	Pike	6	3	(LT)	90
			Medium Foot	Unarmoured	Poor	Musket	–	–	6	6	9	0–
			Heavy Foot	Armoured	Poor	–	Pike	Pike	4	3	(LT)	36
Infantry regiments deployed in Swedish brigades		Veteran “colour regiments” only from 1628	Medium Foot	Unarmoured	Superior	Salvo	Salvo	–	11	4	7	0–21
			Heavy Foot	Armoured	Superior	–	Pike	Pike	9	+4	3	7
		Other regiments only from 1622	Medium Foot	Unarmoured	Average	Salvo	Salvo	–	8	4	7	14–70
			Heavy Foot	Armoured	Average	–	Pike	Pike	6	+4	3	7

## EARLY GUSTAVAN SWEDISH

Leather guns or 3-pounder guns attached to Swedish brigades	Only from 1625	Regimental Guns	–	Superior	Regimental Guns	Regimental Guns	–	12	n/a	0–1 per Swedish brigade BG
				Average				9		
Artillery		Medium Artillery	–	Average	Medium Artillery	–	–	20	2, 3 or 4	2–4
		Heavy Artillery	–	Average	Heavy Artillery	–	–	25	2, 3 or 4	
<b>Optional Troops</b>										
Commanded shot	Only from 1622	Medium Foot	Unarmoured	Average	Salvo	–	–	8	2	0–6
Dragoons and mounted jägers		Dragoons	Unarmoured	Average	Musket	–	–	8	3 or 4	0–4
Adelsfana cuirassiers		Horse	Heavily Armoured	Average	–	Pistol	Pistol	12	2	0–2
Livonian or German cuirassiers		Horse	Heavily Armoured	Superior	–	Pistol	Pistol	16	2–4	0–4
“Swedish feathers” to cover 3 files of each infantry regiment	Only from 1624 to 1627	Portable Defences	–	–	–	–	–	3	–	Any



*Swedish infantry, 1626, by Richard Hook © Osprey Publishing Ltd. Taken from Men-at-Arms 235: The Army of Gustavus Adolphus (1): Infantry.*

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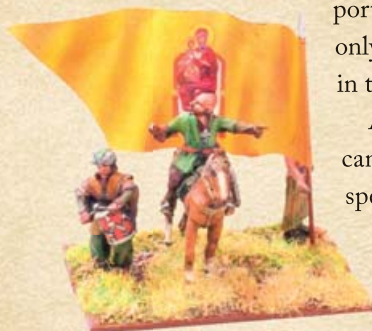
To give balanced games, armies can be selected using the points system. The more effective the troops, the more each base costs in points. The maximum points for an army will usually be set at between 600 and 800 points for a singles game for 2 to 4 hours play. We recommend 800 points for 15mm singles tournament games (650 points for 25mm) and between 900 and 1000 points for 15mm doubles games.

The army lists specify which troops can be used in a particular army. No other troops can be used. The number of bases of each type in the army must conform to the specified minima and maxima. Troops that have restrictions on when they can be used cannot be used with troops with a conflicting restriction. For example, troops that can only be used “before 1534” cannot be used with troops that can only be used “from 1534”. All special instructions applying to an army list must be adhered to. They also apply to allied contingents supplied by the army.

All armies must have a C-in-C and at least one other commander. No army can have more than 4 commanders in total, including C-in-C, sub-commanders and Allied Commanders.

All armies must have a supply camp. This is free unless fortified. A fortified camp can only be used if specified in the army list. Field fortifications and portable defences can only be used if specified in the army list.

Allied contingents can only be used if specified in the army



*Cossack  
Commander*

list. Most allied contingents have their own allied contingent list, to which they must conform unless the main army’s list specifies otherwise.

### BATTLE GROUPS

All troops are organized into battle groups. Commanders, supply camps and field fortifications are not troops and are not assigned to battle groups. Portable defences are not troops, but are assigned to specific battle groups.

Battle groups must comply with the following restrictions:

- ♦ The number of bases in a battle group must correspond to the range specified in the list.
- ♦ Each battle group must initially comprise an even number of bases (not counting regimental gun markers), with the following exceptions. These can only be used if specified by the list:
  - A battle group can only initially have 3 bases if this is explicitly stated in the list: e.g. if the battle group size is specified in the form “2,3,4”, and not if specified in the form “2–4”.
  - A battle group can only initially have 7 bases if it is specified in the list as a Swedish brigade formation.
  - A battle group can only initially have 9 bases if this is explicitly stated in the list: e.g. if the battle group size is specified in the form “6,9,12”, and not if specified in the form “6–12”.
- ♦ A battle group can only include troops from one line in a list, unless the list specifies a mixed formation by indicating the battle group to be of types from more than one line: e.g. 3 pikemen, 1 swordsmen and 2

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arquebusiers – as specified for the Colunela foot in the list example below.

- All troops in a battle group must be of the same quality. Where a choice of quality is given in a list, this allows battle groups to differ from each other. It does not override the above rule for each battle group.
- All troops in a battle group with the same troop type and combat capabilities must be of the same armour class. Where a choice of

armour class is given in a list, this allows battle groups to differ from each other. It does not override the above rule for each battle group.

### EXAMPLE LIST

Here is a section of an actual army list, which will help us to explain the basics and some special features. The list specifies the following items for each historical type included in the army:

#### *Pike and Shot Battlegroup with regimental gun*



- Troop Type – comprising Type, Armour and Quality.
- Capabilities – comprising Shooting, Impact and Melee capabilities.
- Points cost per base.
- Minimum and maximum number of bases in each battle group.
- Minimum and maximum number of bases in the army.

Troop name	Troop Type			Capabilities			Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Shooting	Impact	Close Combat				
<b>Core Troops</b>										
Imperial, feudal or mercenary gendarmes	Gendarmes	Fully Armoured	Superior Average	–	Heavy Lancers	Swordsmen	21 15	4–6	*4–8	
Men-at-arms with mixed equipment	Horse	Heavily Armoured	Average	–	Light Lancers	Swordsmen	12	4–6	0–16 before 1526, 0–8 from 1526	*4–20
Separately deployed poorly-equipped men-at-arms	Horse	Armoured	Average	–	Light Lancers	Swordsmen	10	4–6	0–12	
Landsknechte	Heavy Foot	Armoured	Superior	–	Pike	Pike	9	8–16	10–16	16–64
		Armoured		–	Heavy Weapon	Heavy Weapon	9	0–2		
	Heavy Foot	Unarmoured	Superior	–	Pike	Pike	8	8–16	10–16	
		Unarmoured		–	Heavy Weapon	Heavy Weapon	8	0–2		
	Heavy Foot	Armoured	Average	–	Pike	Pike	6	8–16	10–16	
		Armoured		–	Heavy Weapon	Heavy Weapon	6	0–2		
	Heavy Foot	Unarmoured	Average	–	Pike	Pike	5	8–16	10–16	
		Unarmoured		–	Heavy Weapon	Heavy Weapon	5	0–2		

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Landsknecht Hakenbüchschützen		Light Foot	Unarmoured	Average	Arquebus	–	–	6	4–6	0–12	4–18
		Medium Foot	Unarmoured	Average	Arquebus	–	–	6	6–8	0–12	
Celadas		Light Horse	Armoured	Average	–	Light Lancers	Swordsmen	10	4	0–6	
		Horse	Heavily Armoured	Average	–	Light Lancers	Swordsmen	12	4–6		
Armoured	10										
Jinetes	Light Horse	Armoured	Average	Javelins	–	Swordsmen	9	4–6			
		Unarmoured					7				
Colunela foot	Only before 1534	Heavy Foot	Armoured	Superior	–	Pike	Pike	9	3	0–12	
		Heavy Foot	Armoured	Superior	–	–	Swordsmen	9	1		6
		Medium Foot	Unarmoured	Superior	Arquebus	–	–	10	2		6
		Heavy Foot	Armoured	Average	–	Pike	Pike	6	3		
		Heavy Foot	Armoured	Average	–	–	Swordsmen	6	1		
Tercios	Only from 1534	Medium Foot	Unarmoured	Superior	Arquebus	–	–	10	6–8	12–16 (ET)	0–32
		Heavy Foot	Armoured	Superior	–	Pike	Pike	9	6–8	12–16 (ET)	
		Medium Foot	Unarmoured	Average	Arquebus	–	–	7	6–8		
		Heavy Foot	Armoured	Average	–	Pike	Pike	6	6–8		
Field guns		Medium Artillery	–	Average	Medium Artillery	–	–	20	2, 3 or 4	2–6	
Heavy field guns		Heavy Artillery	–	Average	Heavy Artillery	–	–	25	2, 3 or 4		

In addition, the special instructions to the list state the following:

- ♦ Battle groups designated as “(ET)” count as early tercios as defined in the rule book.
- ♦ If more than 8 bases total of Imperial, feudal or mercenary gendarmes, or men-at-arms of any type, are fielded, there must be at least 1 base of men-at-arms (of any type) for every base of Imperial, feudal or mercenary gendarmes.
- ♦ Minima marked \* only apply if more than 6 bases of men-at-arms with mixed equipment are fielded.
- ♦ The army cannot include more battle groups of Landsknecht Light Foot than of Landsknecht Heavy Foot.
- ♦ The army must include at least twice as many Landsknecht battle groups and bases (including Light Foot) as Colunela foot or Tercios battle groups and bases.

### SPECIAL FEATURES:

- ♦ Imperial, feudal or mercenary gendarmes can be fielded as either Superior or Average. All the bases in each Imperial, feudal or mercenary gendarmes battle group must have the same quality grading. Different Imperial, feudal or mercenary gendarmes battle groups can have different quality gradings. They must be organized in battle groups of 4 or 6 bases. The army cannot include more than 8 bases of them in total. (There are additional gendarmes of other origins elsewhere in the list – not shown here – and these can be fielded in addition to the 8 permitted by this section of the list.) The special instruction requires that the army must include 4 bases of Imperial, feudal or mercenary gendarmes if it has more than 6 bases of “men-at-arms with mixed equipment.” Imperial, feudal or mercenary gendarmes cannot be mixed in the same

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battle group with men-at-arms with mixed equipment or separately deployed poorly-equipped men-at-arms. (Note that in reality battle groups of gendarmes and men-at-arms did include a mixture of men with different equipment levels, but for simulation purposes each battle group is rated according to the prevailing armour and quality of the troops it comprises, so that all the bases in a battle group have the same grading).

- Men-at-arms with mixed equipment must be organized in battle groups of 4 or 6 bases. Before 1526 the army can include up to 16 bases of them, after 1526 up to 8. Men-at-arms with mixed equipment cannot be mixed in the same battle group with gendarmes or separately deployed poorly-equipped men-at-arms.
- Separately deployed poorly-equipped men-at-arms can have Light Lancers and Swordsmen capabilities, or Swordsmen capability alone. All the bases in each separately deployed poorly-equipped men-at-arms battle group must have the same capabilities. Different separately deployed poorly-equipped men-at-arms battle groups can have different capabilities. They must be organized in battle groups of 4 or 6 bases. The army can include up to 12 bases of separately deployed poorly-equipped men-at-arms. Separately deployed poorly-equipped men-at-arms cannot be mixed in the same battle group with gendarmes or men-at-arms with mixed equipment.
- The army can include up to 20 bases of Imperial, feudal or mercenary gendarmes, men-at-arms with mixed equipment and separately deployed poorly-equipped men-at-arms in total and need not contain any. As per the special instruction, if it includes

more than 8 bases of them in total, it must include at least 1 base of men-at-arms (of any type) for every base of Imperial, feudal or mercenary gendarmes.

- Landsknechte must be organised in battle groups of 10, 12, 14 or 16 bases, comprising between 8 and 16 bases inclusive of pikemen, and between 0 and 2 bases inclusive of halberdiers (with heavy weapon). Each Landsknechte battle group's quality can be Superior or Average, but all the bases in each Landsknechte battle group must have the same quality grading. Different Landsknechte battle groups can have different quality gradings. Landsknechte can be fielded either as Armoured or Unarmoured. All the bases in each Landsknechte battle group must have the same armour grading. Different Landsknechte battle groups can have different armour gradings. The army must include at least 16 bases of Landsknechte, and cannot include more than 64.
- Landsknecht Hakenbüchschützen can be fielded as Light Foot or Medium Foot. Light Foot must be organised in battle groups of 4 or 6 bases, Medium Foot in battle groups of 6 or 8 bases. All the bases in each battle group must be classified the same, but different battle groups can be different. The army can include up to 12 bases of Light Foot Landsknecht Hakenbüchschützen, It can include up to 12 bases of Medium Foot Landsknecht Hakenbüchschützen. It cannot include more than 18 bases of Landsknecht Hakenbüchschützen in total. It must include at least 4. As per the special instruction, the army cannot include more battle groups of Landsknecht Hakenbüchschützen than of Landsknechte Heavy Foot.

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- ♦ As per the special instruction, the army must include at least twice as many Landsknecht battle groups and bases (including Landsknechte and Landsknecht Hakenbüchenschützen) as Colunela or Tercio battle groups and bases.
- ♦ Celadas can be fielded either as Armoured Light Horse, or as Heavily Armoured or Armoured Horse. All the bases in each Celadas battle group must be the same. Different Celadas battle groups can be different. Light Horse Celadas must be organized in battle groups of 4 bases. Horse Celadas must be organized in battle groups of 4 or 6 bases.
- ♦ Jinetes can be fielded either as Armoured or Unarmoured. All the bases in each Jinetes battle group must have the same armour grading. Different Jinetes battle groups can have different armour gradings. They must be organized in battle groups of 4 or 6 bases.
- ♦ The army cannot include more than 6 bases of Celadas or Jinetes in total, and need not include any.
- ♦ Before 1534 Spanish foot are organized into Colunelas. Each Colunela battle group consists of 3 bases of pikemen, 1 base of swordsmen and 2 bases of arquebusiers. Each battle group's quality can be Superior or Average, but all the bases in each Colunela battle group must have the same quality grading. Different Colunela battle groups can have different quality gradings. Before 1534 the army can include up to 12 bases of Colunela foot and need not include any. From 1534 the army cannot include any Colunela foot.
- ♦ From 1534 Spanish foot are organized into Tercios. Each Tercio battle group must be organized in battle groups of 12, 14 or 16 bases, comprising between 6 and 8 bases inclusive of arquebusiers and between 6 and 8 bases inclusive of pikemen. It counts as an Early Tercio. Each battle group's quality can be Superior or Average, but all the bases in each Tercio battle group must have the same quality grading. Different Tercio battle groups can have different quality gradings. From 1534 the army can include up to 32 bases of Tercio foot and need not include any. Before 1534 the army cannot include any Tercio foot.
- ♦ Field guns and heavy field guns can be organised in battle groups of 2, 3 or 4 bases. A 3 base battle group is allowed in this case because it is explicitly stated in the army list. If the list had "2-4" in the Bases per BG column, a battle group of 3 would not be allowed. Field guns are Medium Artillery. Heavy field guns are Heavy Artillery. All the bases in each Artillery battle group must be the same. Different Artillery battle groups can be different. The army must have at least 2 bases of Artillery, and cannot include more than 6 in total.

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## CLASH OF EMPIRES

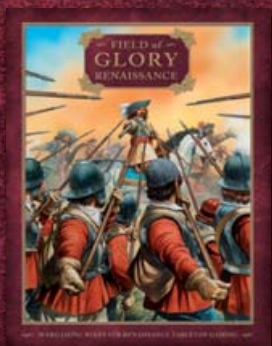
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# BEFORE ALL ELSE, BE ARMED

~ NICCOLO MACHIAVELLI



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