

Might of Arms Modification for the Great Italian Wars

1. Arquebusier/Crossbow Units:

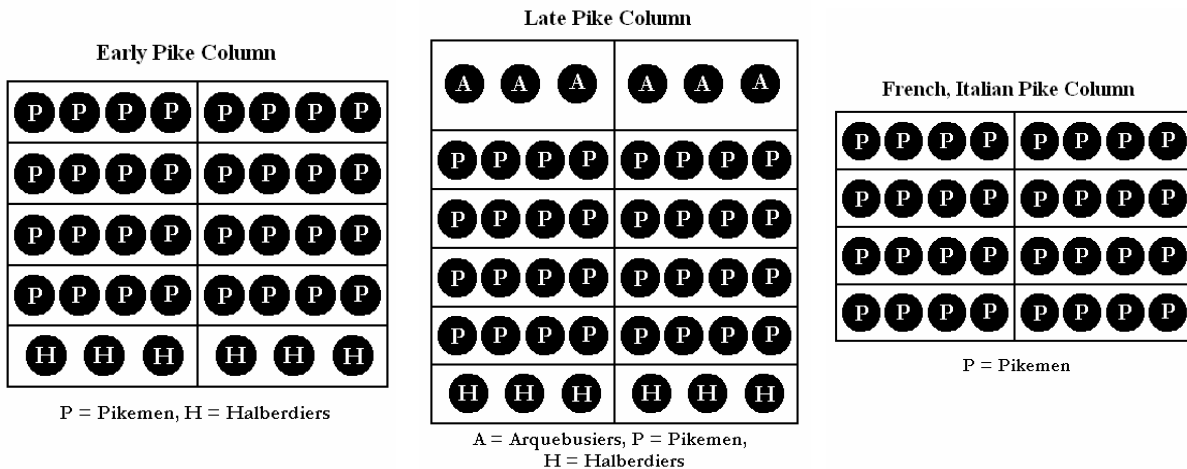
- A. Units which are armed only with arquebus or crossbow are organized and paid for as 4 or 6 stand Light Infantry units. Such units have the following restrictions:
 - i. May never charge or countercharge any unit;
 - ii. Must evade from a charge unless the unit is defending terrain such as woods or fieldworks, in which case they may stand and take the charge.
- B. Special Arquebus Rules:
 - i. Arquebuses have a range of 8" if used on foot, and 5" if used by mounted troops. An arquebus costs 3 points for foot, 5 points for mounted.
 - ii. Arquebuses have a shooting factor of 3 against all targets except skirmishers and artillery, which are a factor of 2.

2. Pike Columns:

- A. Unlike the broad phalanx used by their ancient counterparts, pikemen during the Italian Wars were organized into deep columns. Pike Columns are 2 stands wide by 4 stands deep, excluding integral halberdiers/swordsmen or missile infantry (see below).
- B. Stands that Fight/Combat Bonuses:
 - i. Pike Columns with integral halberdiers/swordsmen receive a +1 combat bonus in second and subsequent rounds of melee unless:
 - a. The Pike Column has enemy in contact on its flank or rear; or
 - b. The Pike Column is Shaken.
 - ii. Pike Columns count the - 1 for "any vs. pikes frontally in clear terrain", if applicable.
 - iii. A Pike Column that is not Shaken fights as Heavy Infantry 4 ranks deep (to a maximum of 8 stands), except:
 - a. A Pike Column not engaged to the front that is attacked in the flank or rear fights with a maximum of 4 stands to the flank or rear;
 - b. A Pike Column that is engaged to the front and flank or rear, fights with 4 stands against the opponent to its front, and 2 stands against each additional opponent(s) to flank or rear, up to the maximum number of stands in the Pike Column.

- C. Morale Tests for Being Charged in the Flank:
- i. A Pike Column tests morale for being charged in the flank or rear, but does not take any flank or rear morale test penalties;
 - ii. If the Pike Column fails the test, it becomes Shaken, and loses all benefits of being a Pike Column;
 - iii. If the Pike Column passes the test, it does not take any further morale tests or penalties as a result of that melee (ie, it does not take a Melee Morale Checks or penalties for being contacted on flank or rear).
- D. Halberdiers/Swordsmen:
- i. Early and Late Pike Columns (but not French/Italian Pike Columns) have an additional rank of Halberdiers or Swordsmen. While the presence of halberdiers or swordsmen provides the Pike Column with a +1 melee bonus in second and subsequent rounds of close combat, these additional stands do not fight.
- E. Integral Missile Infantry:
- i. Late Pike Columns also have an additional rank of arquebusiers or crossbowmen. These missile infantry stands are paid for as skirmish stands with appropriate points for the missile weapon, but may be represented as either skirmishers or light infantry;
 - ii. Integral missile infantry stands may fire during the shooting phase at an opponent with whom the Pike Column is engaged to its front. This represents the harassing tactics of skirmishers engaging the enemy along the periphery while the heavy infantry engage in the “push of pike”.
- F. Artillery inflict hits on Pike Columns on a die roll of “3” or less.

Formation Examples:



3. Additional Cavalry Restrictions.

- A. During this period, infantry supplanted cavalry as “Queen of the battlefield” due to factors including technology and the high cost of maintenance. Cavalry as a whole rarely exceeded 10% - 15% of an army’s total strength (except for Turkish armies). As a result, only 25% of an army’s total points may be spent on mounted units (except for Turkish armies).
- B. All cavalry units are organized as 2 stand units.
- C. Mounted Bow, Crossbow, and Arquebusier Light Cavalry:
 - i. Light cavalry armed with bow, crossbow, or arquebus may never charge. If they are charged, they must evade;
 - ii. Other light cavalry, such as javelin-armed Ginetes, spear-armed Stradiots, or spear and bow-armed Dehlis may charge as permitted in the rules.

4. Applicable Optional Rules.

Optional Rule No. 23. Mandatory Pairing of Hostile Units in Melee

A charge may be declared against only one enemy unit. A unit may be contacted in melee by only one enemy unit on a side. Once a unit is in melee, it may not be charged by an enemy unit on the same side where it is already in contact. A unit may be contacted on each of its four sides (front, rear, two flanks) simultaneously by enemy units, one on each side, provided legal flank or rear attacks can be achieved.

Optional Rule No. 26. Knight cavalry and cataphract melee factors

The “Troop Type Melee Factors” for Heavy Knight Cavalry fighting Heavy Knight Cavalry and for Cataphract Cavalry fighting Cataphract Cavalry is 4 (instead of 3)

Optional Rule No. 30. Decrease of Melee Capability of Close-Order Infantry in Rough Terrain

In the table of Melee Morale Check Precedence Conditions on page 40, insert the following condition as a new item number 5: “Knight, heavy, or subheavy infantry counting as fighting in rough terrain.” The conditions following the new item are renumbered 6 through 10.

Also insert the new condition on the reference card after “Foot with 1 or more FP charged by mounted troops” and before “Worn unit contacting enemy not worn.”

In addition, add the following morale modifier to the table on page 36 and to the reference card: “- 1 Knight, heavy, or subheavy infantry in rough terrain”. “In rough terrain” means slowed by rough terrain if the unit were to move, or located in rough terrain for purposes of melee. The modifier does not apply to a unit in clear terrain and fighting a unit in rough terrain.

Optional Rule No. 31. Redefinition of “Worn”

Units with “A” or “B” morale class become worn when they have accumulated two fatigue points (instead of four or three, respectively).

Optional Rule No. 32. Infantry Charging Cavalry

An infantry unit is prohibited from declaring a charge against cavalry engaged in a melee with friendly cavalry. In other words, infantry may not charge cavalry in a continuing mounted melee. An infantry unit may charge a cavalry unit that is in melee with friendly infantry. A cavalry unit is prohibited from being in melee with both an infantry unit and a cavalry unit simultaneously. If a cavalry unit charges an enemy cavalry unit that is in melee with a friendly infantry unit, the melee between the enemy cavalry and the friendly infantry ceases immediately. The infantry unit must retire 1/2 inch [1 inch for 25mm scale] as part of charge response movement, with no penalty, in order to provide a clear separation between the cavalry melee and the infantry unit. An infantry unit is allowed to be in melee with both an enemy cavalry unit and an enemy infantry unit.

Optional Rule No. 33. Shooting Factor for Heavy Infantry As a Target

The shooting factor for bow, javelin, sling, and staff sling is changed from “3” to “2”.

Italian Wars Army Lists

This adaptation is intended to cover the first half of the Great Italian Wars, up to the Battle of Pavia in 1525. The period can be divided (roughly) into the following three phases:

Early Phase: This phase began with Charles VIII of France's invasion of Italy in 1494 and his efforts to conquer the Kingdom of Naples, until the Treaty of Lyons in 1504. This is the era of the campaigns of Gonsalvo de Cordova, *El Gran Capitan*, and included the battles of Fornovo (1495), Seminara (1495), Cerignola (1503), and the Garigliano (1503).

Middle Phase: This is the period of the wars of the League of Cambrai against Venice (1508 – 1509) and Pope Julius II's Holy League against France (1510 – 1516). This period saw many notable battles, including Ravenna (1512), Novara (1513), and Marignano (1515), where the myth of Swiss invincibility was destroyed by French entrenchments and firepower.

Late Phase: By this period, the Italian Wars had become a struggle between the Houses of Valois and Hapsburg for hegemony in Italy. It began with the French invasion of Milan in 1521, and ended (after the defeat and capture of Francis I at the battle of Pavia in 1525) with the humiliating Treaty of Madrid (1526).

The following army lists have been developed for use in a campaign based on the *Machiavelli* board game by Avalon Hill. They include a Core of approximately 75 points worth of units, and include 3 mandatory generals and 50 points worth of troops. Points cost is calculated according to the MoA points list and then divided by 10, rounding up or down. The mandatory generals are included because, throughout the period, armies were still organized in the medieval style of 3 battles – Advance, Main, and Reserve. Players choose the total army size (100 to 125 points being common), and then purchase additional troops from the Options section of each list.

SWISS/MILANESE					
1508 AD TO 1516 AD					
ARMY CORE – 75 POINTS					
Troop Type	Morale	Stands Per Unit	Points Per Unit	Units	
Generals		1	6	3	
Heavy knight cavalry <i>Elmeti</i>	B	2	8	2	
Light cavalry, crossbow <i>Germans</i>	C	2	4	2	
Early Pike Column <i>Swiss</i>	Af	10	15	2	
Skirmish infantry, crossbow <i>Swiss</i>	C	3	3	*	
OPTIONS					
Upgrade Elmeti to A Class Famiglia	-	-	1	1	
Early Pike Column <i>Swiss</i>	Af	10	15	2	
Skirmish infantry, crossbow <i>Swiss</i>	C	3	3	*	
Light infantry, crossbow <i>Italians</i>	D	6	5	1	
Artillery – heavy gun, crew of 4	C	1	1	1	
Periods: This is a Middle period army of Milan during the Swiss occupation.					
Ratios: May only have 1 * Skirmish unit for every 2 Swiss Pike Columns.					
Leaders: Depict as heavy infantry. Must be attached to a Swiss Pike Column.					

ITALIAN CONFEDERATE & PAPAL STATES					
1494 AD TO 1516 AD					
ARMY CORE – 75 POINTS					
Troop Type	Morale	Stands Per Unit	Points Per Unit	Units	
Generals		1	8	3	
Heavy knight cavalry <i>Elmeti</i>	B	2	8	2	
Light cavalry, arquebus <i>Italians</i>	C	2	4	2	
Heavy infantry <i>Militia</i>	D	6	5	2	
Light infantry, crossbow <i>Militia</i>	D	6	5	2	
Light infantry, arquebus <i>Militia</i>	D	6	6	1	
Artillery – heavy gun, crew of 4	C	1	1	1	
OPTIONS					
Heavy knight cavalry <i>Elmeti</i> Early	B	2	8	1	
May exchange Core light cavalry arquebus unit with Stradiot unit	-	-	-	1	
Light cavalry <i>Stradiots</i> Middle	C	2	4	1	
Early Pike Column <i>Landsknechts</i>	C	10	10	2	
Skirmish infantry, crossbow <i>Lands.</i> Early	C	3	3	*	
Skirmish infantry, arquebus <i>Lands.</i> Middle	C	3	3	*	
Italian Pike Column	D	8	7	4	
Upgrade pike to C <i>Romandiolan</i>	-	-	2	2	
Heavy infantry <i>Militia</i>	D	6	5	2	
Light infantry, crossbow <i>Militia</i>	D	6	5	2	
Light infantry, arquebus <i>Militia</i>	D	6	6	2	
Upgrade Militia units to C class	-	-	1	Up to half	
Light infantry, arquebus <i>Bande Nere</i> Middle	C	6	6	1	
Light cavalry, arquebus <i>Bande Nere</i> Middle	C	2	4	1	
Fieldworks for infantry or artillery	-	-	2	Any	
Artillery – heavy gun, crew of 4	C	1	1	1	
<p>Periods: This list covers the Early period armies of the League of Venice, a confederation of Milan, Venice, Florence, and the Papacy organized by Pope Alexander VI to oppose Charles VIII's invasion of Italy in 1494. The Middle period covers the Papal and Florentine armies of Julius II's League of Cambrai against Venice and Holy League against France.</p> <p>Ratios: In the Early period, crossbow units must outnumber arquebus units by 2:1. In the Middle period, arquebus units may outnumber crossbow units. Militia missile units must outnumber Italian heavy infantry units/pike columns. The <i>Bande Nere</i> ("Black Band") was a combined-arms mercenary band formed by Giovanni de Medici. All or none of the <i>Bande Nere</i> must be taken.</p> <p>Leaders: Depict as knight cavalry.</p>					

REPUBLIC OF VENICE					
1508 AD TO 1516 AD					
ARMY CORE – 75 POINTS					
Troop Type	Morale	Stands Per Unit	Points Per Unit	Units	
Generals		1	8	3	
Heavy knight cavalry <i>Elmeti</i>	B	2	8	2	
Light cavalry, arquebus <i>Italians</i>	C	2	4	1	
Light cavalry <i>Stradiots</i>	C	2	4	1	
Heavy infantry <i>Militia</i>	D	6	5	2	
Light infantry, crossbow <i>Militia</i>	D	6	5	1	
Light infantry, arquebus <i>Militia</i>	D	6	6	2	
OPTIONS					
Light cavalry <i>Stradiots</i>	C	2	4	1	
Italian Pike Column	D	8	7	4	
Upgrade pike to C <i>Romandiolan</i>	-	-	2	2	
Heavy infantry <i>Militia</i>	D	6	5	2	
Light infantry, crossbow <i>Militia</i>	D	6	5	1	
Light infantry, arquebus <i>Militia</i>	D	6	6	2	
Upgrade Militia to C class	-	-	1	Any	
Fieldworks for infantry or artillery	-	-	2	Any	
Artillery – heavy gun, crew of 4	C	1	1	2	
<p>Periods: This list covers the Republic of Venice during the Middle period, when it was the sole target of Pope Julius II's League of Cambrai, and the Republic's subsequent participation in Julius II's Holy League against France.</p> <p>Ratios: Arquebus units must outnumber crossbow units. Light infantry missile units must outnumber heavy infantry units and/or pike columns.</p> <p>Leaders: Depict as knight cavalry.</p>					

NEOPOLITAN SPANISH				
1494 AD TO 1516 AD				
ARMY CORE – 75 POINTS				
Troop Type	Morale	Stands Per Unit	Points Per Unit	Units
Generals	-	1	8	3
Heavy knight cavalry <i>Gendarmes</i>	B	2	8	2
Light cavalry, javelin <i>Genites</i>	C	2	4	1
Light infantry, crossbow <i>Spanish Early</i>	C	6	6	3
Heavy infantry, sword <i>Spanish Early</i>	C	6	6	2
Late Pike Column <i>Spanish Middle</i>	B	12	15	2
Artillery – heavy gun, crew of 4 <i>Early</i>	C	1	1	1
War Carts – organ gun, crew of 2 <i>Middle</i>	C	1	1	1
OPTIONS				
Light cavalry, javelin <i>Genites</i>	C	2	4	1
Light cavalry, arquebus <i>Italians</i>	C	2	4	1
Light infantry, crossbow <i>Spanish Early</i>	C	6	6	1
Heavy infantry, sword <i>Spanish Early</i>	C	6	6	2
Late Pike Column <i>Spanish Middle</i>	B	12	15	1
Early Pike Column <i>Landsknechts Middle</i>	C	10	10	2
Skirmish infantry, arquebus <i>Middle</i>	C	3	3	*
Light infantry, arquebus <i>Italians</i>	D	6	6	3
Italian Pike Column	D	8	7	2
Fieldworks for infantry or artillery	-	-	2	Any
War Carts – organ gun, crew of 2 <i>Middle</i>	C	1	1	2
Artillery – heavy gun, crew of 4	C	1	1	1
<p>Period: This list covers the armies of Ferdinand of Aragon during the Early and Middle periods that were lead by Gonsalvo de Cordova (<i>El Gran Capitan</i>) and Pedro Cardona (whose war carts couldn't bring victory at the battle of Ravenna).</p> <p>Ratios: Spanish crossbowmen must outnumber swordsmen. Italian arquebus units must outnumber Italian pike columns. May only have 1 * skirmish infantry unit per 2 Landsknecht pike columns. Middle period war carts must outnumber heavy guns.</p> <p>Leaders: Depict as knight cavalry.</p>				

SPANISH IMPERIAL				
1521 AD TO 1526 AD				
ARMY CORE – 75 POINTS				
Troop Type	Morale	Stands Per Unit	Points Per Unit	Units
Generals		1	8	3
Heavy knight cavalry <i>Gendarmes</i>	B	2	8	2
Light cavalry, crossbow <i>Germans</i>	C	2	4	1
Light cavalry, javelin <i>Ginetes</i>	C	2	4	1
Late Pike Column <i>Spanish</i>	B	12	15	1
Late Pike Column <i>Landsknechts</i>	C	12	12	2
OPTIONS				
General		1	8	1
Light cavalry, arquebus <i>Italians</i>	C	2	4	1
Late Pike Column <i>Spanish</i>	B	12	15	1
Late Pike Column <i>Landsknechts</i>	B	12	15	1
Late Pike Column <i>Landsknechts</i>	C	12	12	2
Light infantry, arquebus <i>Italians</i>	D	6	6	2
Italian Pike Column	D	8	7	1
Fieldworks for infantry or artillery	-	-	2	Any
Artillery – heavy gun, crew of 4	C	1	1	2
<p>Periods: This is a Late period army, representing the Hapsburg armies after the Spanish and Imperial crowns were united in Charles V.</p> <p>Ratios: Italian arquebus units must outnumber Italian pike columns.</p> <p>Leaders: Depict as knight cavalry.</p>				

MAXIMILIAN IMPERIAL				
1494 AD TO 1516 AD				
ARMY CORE – 75 POINTS				
Troop Type	Morale	Stands Per Unit	Points Per Unit	Units
Generals		1	8	3
Heavy knight cavalry <i>Burgundians</i>	B	2	8	1
Knight-Cataphract cavalry <i>Germans</i>	C	2	6	1
Light cavalry, crossbow <i>Germans</i>	C	2	4	1
Light cavalry, arquebus <i>Italians</i>	C	2	4	1
Early Pike Column <i>Landsknechts</i>	B	10	12	2
Skirmish infantry, crossbow Early	C	3	3	*
Skirmish infantry, arquebus Middle	C	3	3	*
Artillery – heavy gun, crew of 4	C	1	1	1
OPTIONS				
Light cavalry, arquebus <i>Italians</i>	C	2	4	1
Early Pike Column <i>Landsknechts</i>	B	10	12	3
Early Pike Column <i>Landsknechts</i>	C	10	10	2
Skirmish infantry, crossbow Early	C	3	3	*
Skirmish infantry, arquebus Middle	C	3	3	*
Light infantry, arquebus <i>Italians</i> Middle	D	6	6	2
Italian Pike Column Middle	D	8	7	1
Fieldworks for infantry or artillery	-	-	2	Any
Artillery – heavy gun, crew of 4	C	1	1	2
<p>Periods: This is an Early and Middle period list, representing the armies of the Holy Roman Empire under Emperor Maximilian I.</p> <p>Ratios: May only have 1 * Skirmish unit for every 2 Landsknecht Pike Columns. Italian arquebus units must outnumber Italian pike columns.</p> <p>Leaders: Depict as knight cavalry.</p>				

FRENCH				
1494 AD TO 1526 AD				
ARMY CORE – 75 POINTS				
Troop Type	Morale	Stands Per Unit	Points Per Unit	Units
Generals	-	1	8	3
Heavy knight cavalry <i>Gendarmes</i>	B	2	8	2
Light cavalry, crossbow Early	C	2	4	1
Light cavalry, javelin <i>Stradiots</i> Middle	C	2	4	1
Early Pike Column <i>Swiss</i> Early	Af	10	15	2
Early Pike Column <i>Landsknechts</i> Middle	B	10	12	2
Light infantry, arquebus <i>Italians</i> Middle	D	6	6	1
Late Pike Column <i>Swiss</i> Late	A	12	17	2
Artillery – heavy gun, crew of 4	C	1	1	1
OPTIONS				
Heavy knight cavalry <i>Gendarmes</i>	B	2	8	1
Upgrade Gendarmes to A Class	-	-	1	Any
Light cavalry, arquebus <i>Italians</i>	C	2	4	1
Light cavalry, javelin <i>Stradiots</i> Late	C	2	4	1
Early Pike Column <i>Swiss</i> Early	Af	10	15	1
Skirmish infantry, crossbow Early	C	3	3	*
Late Pike Column <i>Swiss</i> Late	A	12	17	2
Late Pike Column <i>Landsknechts</i> Late	C	12	13	1
Light infantry, crossbow <i>Gascons</i>	D	6	5	3
French Pike Column <i>Old Bands</i>	D	8	7	2
Light infantry, arquebus <i>Italians</i> Middle, Late	D	6	6	1
Fieldworks for infantry or artillery	-	-	2	Any
Artillery – heavy gun, crew of 4	C	1	1	2
<p>Periods: This covers the armies of Charles VII, Louis XII, and Francois I. Swiss are not available during the Middle period, during which time they had seized control of the Duchy of Milan</p> <p>Ratios: May only have 1 * skirmish infantry unit per 2 Swiss or Landsknecht pike columns. French crossbow units must outnumber French pike columns.</p> <p>Leaders: Depict as knight cavalry.</p>				

OTTOMAN TURKISH					
1494 AD TO 1526 AD					
ARMY CORE – 75 POINTS					
Troop Type	Morale	Stands Per Unit	Points Per Unit	Units	
Generals		1	8	3	
Heavy cavalry , bow <i>Spahis</i>	B	2	6	3	
Light cavalry, bow <i>Akinjis</i>	D	2	3	2	
Heavy infantry, bow <i>Janissaries</i>	B	6	8	2	
Subheavy infantry <i>Azabs</i>	E	6	4	2	
Skirmish infantry, bow <i>Azabs</i>	D	3	3	1	
OPTIONS					
Heavy cavalry , bow <i>Quapakulu</i>	A	2	7	1	
Heavy cavalry , bow <i>Spahis</i>	B	2	6	2	
Light cavalry, bow <i>Akinjis</i>	D	2	3	2	
Light cavalry, bow, spear <i>Dehlis</i>	C	2	5	1	
Heavy infantry, bow <i>Janissaries</i>	B	6	8	1	
Upgrade bow Janissary to arquebus	-	-	-	Up to 2/3	
Subheavy infantry <i>Azabs</i>	E	6	4	6	
Skirmish infantry, bow <i>Azabs</i>	D	3	3	*	
Skirmish infantry, arquebus <i>Voinuks</i>	C	3	3	1	
Artillery – heavy gun, crew of 4	C	1	1	3	
Fieldworks for infantry or artillery	-	-	2	Any	
<p>Periods: This list represents the armies of Beyazid II, Selim I, and Suleiman the Magnificent. During this period the Ottoman Empire approached its zenith, overrunning the Balkans and threatening Christian Europe’s hold on the Mediterranean.</p> <p>Ratios: Subheavy azab units must outnumber janissary units. May only have 1 * azab skirmish unit per 2 subheavy azab units.</p> <p>Leaders: Depict as heavy cavalry.</p>					

Unit Points Costs

Unit	Type and Morale	Points	Stands	Command	Total
Generals	Mounted	75	1	-	75 (8)
Gendarmes	B, Heavy Knight Cavalry	32	2	15	79 (8)
Knight-Cataphracts	C, Cataphract Cavalry	22	2	15	59 (6)
Mounted Crossbowmen	C, Light Cavalry, Crossbow	12	2	15	39 (4)
Mounted Arquebusiers	C, Light Cavalry, Arquebus	12	2	15	39 (4)
Ginetes, Stradiots	C, Light Cavalry, Javelins	10	2	15	35 (4)
Early Pike Column (<i>Swiss</i>)	A, Heavy Infantry, Pike, Fierce A, Heavy Infantry, Halberd, Fierce	14 13	8 2	15	153 (15)
Early Pike Column	B, Heavy Infantry, Pike, B, Heavy Infantry, Halberd,	11 10	8 2	15	123 (12)
Early Pike Column	C, Heavy Infantry, Pike, C, Heavy Infantry, Halberd,	9 8	8 2	15	103 (10)
Late Pike Column (<i>Swiss</i>)	A, Heavy Infantry, Pike A, Heavy Infantry, Halberd A, Heavy Infantry, Arquebus	13 12 15	8 2 2	15	173 (17)
Late Pike Column	B, Heavy Infantry, Pike, B, Heavy Infantry, Halberd, B, Heavy Infantry, Arquebus	11 10 13	8 2 2	15	149 (15)
Late Pike Column	C, Heavy Infantry, Pike, C, Heavy Infantry, Halberd, C, Heavy Infantry, Arquebus	9 8 11	8 2 2	15	125 (13)
Skirmish Infantry	C, Skirmish Infantry, Crossbow	3	5	15	30 (3)
Skirmish Infantry	C, Skirmish Infantry, Arquebus	3	6	15	33 (3)
French/Italian Pike Column	C, Heavy Infantry, Pike	9	8	15	87 (9)
French/Italian Pike Column	D, Heavy Infantry, Pike	7	8	15	71 (7)
Heavy Infantry	C, Heavy Infantry	8	6	15	63 (6)
Heavy Infantry	D, Heavy Infantry	6	6	15	51 (5)
Missile Infantry	C, Light Infantry, Crossbow	8	6	15	63 (6)
Missile Infantry	D, Light Infantry, Crossbow	6	6	15	51 (5)
Missile Infantry	C, Light Infantry, Arquebus	9	6	15	69 (7)

Missile Infantry	D, Light Infantry, Arquebus	7	6	15	57 (6)
Artillery	C, Organ Gun, crew of 2	6	-	-	6 (1)
Artillery	C, Heavy Gun, crew of 4	12	-	-	12 (1)
Fieldworks for frontage of infantry or artillery: (includes ramparts, ditches, chained guns, etc.)		6	3	-	18 (2)

Turkish Units:

Spahis (Quapakulu)	A, Heavy Cavalry, Bow	29	2	15	73 (7)
Spahis	B, Heavy Cavalry , Bow	24	6	15	63 (6)
Akinjis	D, Light Cavalry, Bow	9	2	15	33 (3)
Delis	C, Light Cavalry, Bow, Spear	15	2	15	45 (5)
Janissaries	B, Heavy Infantry, Bow	10	6	15	75 (8)
Janissaries	B, Heavy Infantry, Arquebus	11	6	15	81 (8)
Azabs	E, Subheavy Infantry	4	6	15	39 (4)
Azabs	D, Skirmish Infantry, Bow	4	3	15	27 (3)
Voinuks	C, Skirmish Infantry, Arquebus	6	3	15	33 (3)