

BATTLE FOR 2MM EARTH – 15TH CENTURY

1000AD – 1500 AD

Note that “Field” Artillery began to have effect in this period but is not included in the Army Tables. Use Heavy Missile @900m Ordnance

Name	Type	Initiative	A (M)	A (R)	Range	R (M)	R (R)	Notes
Cavalry – Knights, Gendarmes, Men at Arms	Cavalry	3 as typical 4 if Rash	4	0	0	5 or 6	5	Typically armoured as R5 If barding, shield etc., 6/5
Cavalry – Hobilars, Sergeants, Coustilliers	Cavalry, some Light	4 as typical 5 if raider	3	0	0	4 or 5	4	Typically armoured as R4 If barding, shield etc., 5/4
Cavalry – Mounted Bow,* Crossbows or Guns	Light Cav.	5 if typical 6 if elite	2	1	100m	4	4	Has little or no armour, R4 due to open grouping
Infantry – Heavy, e.g. Knights, MAA with Bills	Infantry	3 if typical 4 if elite	3	0	0	4 or 5	4 or 5	R4 with corselet, maille R5 in full, 3/4 plate armour
Infantry – Medium, Bills, Spears, Halberds, 2HW	Infantry	3 if typical 2 if peasant	2	0	0	3 or 4	3 or 4	R3 with jack, caps only R4 with corselet, maille
Infantry – Skirmishers* with either bow type, gun	Light Inf.	3 if typical 4 if elite	1	1	200m	4	4	Has little or no armour, R4 due to open grouping
Infantry – Heavy missile* of crossbows or handguns	Infantry	1 if typical fire before *	1	2	300m	2	3	R3 but no mêlée gear 2/3 add stakes 3/3, pavise 3/4
Infantry – Longbows*, normally 3 rank Ordnance	Infantry	1 if typical	1	2	300m	2	3	R3 but no mêlée gear, 2/3 add stakes 3/3, pavise 3/4

“Reluctant” no basic value change. “Rash” have +1 Initiative. Pike troops get +1A against all but Light Inf/Cav, Machine, Wheel Cav.

If of the same Initiative, Crossbows fire before Arquebus, then Musket, then Bow, then Handgun, then Bows, then Longbows..

To dismount troops, deploy historical equivalent (but if closest foot equivalent is “Reluctant” don't dismount to be “Reluctant”),

or make type Infantry and take away any bonus Resilience for having barding/mounted armour (e.g. R5/4 becomes R4/4).

BATTLE FOR 2MM EARTH – 15TH CENTURY

15TH CENTURY EUROPEAN BURGUNDIAN (EARLY)

Name	Type	Initiative	A (M)	A (R)	Range	R (M)	R (R)	Notes
Burgundian Men-at-Arms	Cavalry	3	4	0	0	5	5	Includes Demi-lancers
Foreign Men-at-Arms	Cavalry	3 as typical 4 if French	4	0	0	6	5	English, Italian or French. French are Rash
Coustilliers	Cavalry	4	3	0	0	4	4	
Low Countries Pikemen	Infantry	3	2	0	0	4	4	+1A against block troops
Low Countries Crossbowmen	Infantry	1	1	2	300m	2	3	From Picardy or Flanders add stakes 3/3, pavise 3/4
English Longbowmen	Infantry	1	1	2	300m	2	3	Can fire 3-rank Ordnance add stakes 3/3, pavise 3/4
Skirmishers, any bow type	Light Inf.	3	1	1	200m	4	4	
Mounted bows/crossbows	Light Cav.	5	2	1	100m	4	4	From Picardy or England

WRGR.6, DBA.173, Should have a balanced or missile-heavy infantry component and large amount of cavalry, particularly Men-at-Arms.

BATTLE FOR 2MM EARTH – 15TH CENTURY

15TH CENTURY EUROPEAN BURGUNDY UNDER CHARLES THE BOLD

Name	Type	Initiative	A (M)	A (R)	Range	R (M)	R (R)	Notes
Ordonnance Gendarmes	Cavalry	4	4	0	0	6	5	“Rash”
Feudal or Italian Gendarmes	Cavalry	3 if Feudal 4 if Italian	4	0	0	5	5	Italians are “Rash”
Coustilliers	Cavalry	4	3	0	0	4	4	
Mercenary heavy missile	Infantry	1	1	2	300m	2	3	From Italy or Savoy add stakes 3/3, pavise 3/4
Ordonnance heavy missile	Infantry	1	1	2	300m	2	3	“Reluctant” add stakes 3/3, pavise 3/4
Mercenary Pikemen	Infantry	3	2	0	0	4	4	A+1 against block troops
Ordonnance Pikemen	Infantry	3	2	0	0	3	3	“Reluctant”, A+1 against block troops
Ordonnance spear, bill etc	Infantry	3	2	0	0	3	3	“Reluctant”
Mounted Missiles	Light Cav.	5	2	1	100m	4	4	Any bow, crossbows, guns
Mercenary, English Bows	Infantry	1	1	2	300m	2	3	Can fire 3-rank Ordnance add stakes 3/3, pavise 3/4
Skirmishers, any missile	Light Inf.	3	1	1	200m	4	4	“Reluctant” if ordonnance

WRGR.8, DBA.180, Mounted Ordonnance companies would consist of 3x Gendarmes, 3x Coustilliers and 9x Mounted Missiles.

BATTLE FOR 2MM EARTH – 15TH CENTURY

15TH CENTURY EUROPEAN CATHOLIC OR IMPERIAL ARMIES

Name	Type	Initiative	A (M)	A (R)	Range	R (M)	R (R)	Notes
Germanic Men-at-Arms	Cavalry	3	4	0	0	5	5	German or Austrian
Germanic Knights	Cavalry	3	4	0	0	6	5	Or Hungarian, Croatian
Germans, Hungarians, Croats, Bohemian foot	Infantry	3	2	0	0	4	4	With spears, bills, etc. "Reluctant"
Elite/Heavy Infantry, Dismounted Knights etc.	Infantry	3 as typical 4 if Knights	3	0	0	5	5	Elite German, Bohemian, Croat and Hungarian 2H
Armoured Crossbowmen	Infantry	1	1	2	300m	4	4	Or handgunners. Defence already included in R4.
English Longbowmen	Infantry	1	1	2	300m	2	3	Can fire 3-rank Ordnance add stakes 3/3, pavis 3/4
War wagons	War machine	1	2	2	100m	4	5	Moves as Wheel Cavalry, 2 Wagons, with soldiers

WRGR.2, DBA.167, Generally well-balanced armies, but with a leaning towards heavier troops and troop types than light.

Armoured Crossbowmen cannot have stakes/pavises as an option, as their R4 value is superior enough to take into account any defences.

This army could also take Missile Skirmishers, use the A/Crossbowmen profile but change A to 1/1 and Range to 200m, type to Light Inf.

War wagons are mounted 2 or 3 to a normal base, and include all their soldiers and guards modelled on the base/in the wagons.

BATTLE FOR 2MM EARTH – 15TH CENTURY

15TH CENTURY EUROPEAN ENGLISH (LATE 100 YEARS WAR)

Name	Type	Initiative	A (M)	A (R)	Range	R (M)	R (R)	Notes
Royal Household M-A-A	Cavalry	4	4	0	0	5	5	Elite English only, “Rash”
Other M-A-A	Cavalry	3	4	0	0	5	5	French, Brabant, English
English/Welsh Spearmen or Billmen mounted	Cavalry	4	3	0	0	4	4	Includes Hobilars etc.
English/Welsh Spearmen or Billmen on foot	Infantry	3	2	0	0	4	4	All English R4/4 Welsh are R4/4 or R3/3
English/Welsh Bow, mtd.	Light Cav	5	2	1	100m	4	4	Welsh might be I6
English/Welsh Bow, foot	Infantry	1	1	2	300m	2	3	R3 but no mêlée gear, 2/3 add stakes 3/3, pavise 3/4
English/Welsh Bow, light	Light Inf.	1	1	1	200m	4	4	

WRGR.4, DBA.168, Knights and Men-at-Arms mostly fought dismounted but kept a mounted reserve. Bows spaced throughout the line.

BATTLE FOR 2MM EARTH – 15TH CENTURY

15TH CENTURY EUROPEAN ENGLISH (WAR OF THE ROSES)

Name	Type	Initiative	A (M)	A (R)	Range	R (M)	R (R)	Notes
Mounted Men-at-Arms	Cavalry	4	4	0	0	5	5	“Rash”, quite uncommon
Retinue Billmen, foot and Retinue Longbows (foot)	Infantry	Billmen: 3 Longbow: 1	2	0	0	4	4	Mixed formation, all bases are R4, no defences
			1	2	300m			
Retinue Longbows (mtd.)	Light Cav.	5	2	1	100m	4	4	Could be Welsh, Scots
Retinue Billmen (mtd.)	Cavalry	4	3	0	0	4	4	
Hobilar and similar	Cavalry	4	3	0	0	4	4	Scourers, Prickers, Welsh
Border/Levy or Auxiliary Bills/Longbows on foot	Infantry	Billmen: 3 Longbow: 1	2	0	0	3	3	Mixed Formation, 3-rank Ordnance, Levy Bills I2
			1	2	300m			
Mercenary Crossbowmen	Infantry	1	1	2	300m	2	3	Lancastrian/Tudor only add stakes 3/3, pavise 3/4
Mercenary Pikemen	Infantry	3	2	0	0	4	4	Yorkist/Pretenders only
Mercenary Breton L/I	Light Inf.	3	1	1	200m	4	4	Henry Tudor only

In mixed formations the front ranks will always start as Longbows and the rearmost ranks as Bills. The front rank can swap places with the 2nd or 3rd rank at any time, in the movement phase, as long as the entire formation otherwise remains stationary.

WRGR.5, DBA.179, Men-at-Arms nearly always fought dismounted. Most cavalry were Scourers, Prickers etc. Lots of Bills and Longbows.

BATTLE FOR 2MM EARTH – 15TH CENTURY

15TH CENTURY EUROPEAN FRENCH (POST-AGINCOURT)

Name	Type	Initiative	A (M)	A (R)	Range	R (M)	R (R)	Notes
Mounted Men-at-Arms	Cavalry	4	3	0	0	5	5	“Rash”
Royal Bodyguard M-A-A	Cavalry	4	3	0	0	6	5	“Rash”
Sergeants or Coustilliers	Cavalry	4	3	0	0	4	4	General non-noble cavalry
Low Nobility, Elite L/Cav	Cavalry	4	3	0	0	5	4	Veteran Sergeants etc.
Mounted Archers	Light Cavalry	5	2	1	100m	4	4	Either bow type
Francs-Archers (Any bow, late war only)	Infantry	1	1	2	300m	3	3	*If Longbow has ordnance in 2 ranks. “Reluctant”
French Early Longbows, or Crossbows (any time)	Infantry	1	1	2	300m	2	3	* 3-rank ordnance if using Longbows, early war only
French Skirmishers (early: either) (late: cross)	Light Infantry	3	1	1	200m	4	4	Skirmishers don't get ordnance for any weapon
Infantry, bills or similar	Infantry	3	2	0	0	4	4	For Francs (free troops): R3/3 and/or “Reluctant”

* These follow the normal rules of block missile troops for defences: Equipped as R3 infantry but has no mêlée gear, so R2/3. Option to add stakes R3/3, shields or pavise R3/4. Unlikely, but could have pavise without stakes, R2/4 (true for all nations)

WRGR.3, DBA.170/178, Covers the mid-late 100 years war up to, and possibly the early part of, the Ordonnance period.

BATTLE FOR 2MM EARTH – 15TH CENTURY

15TH CENTURY EUROPEAN HUSSITE ARMY

Name	Type	Initiative	A (M)	A (R)	Range	R (M)	R (R)	Notes
Heavy Cavalry, Knights	Cavalry	3	4	0	0	5	5	
Medium Cavalry	Cavalry,	4	3	0	0	4	4	
Light Cavalry	Light Cav.	5	2	1	100m	4	4	Mtd. Peasants with bows
Heavy Missile (Crossbow, hand cannon and similar)	Infantry	1	1	2	300m	2	3	add stakes 3/3, pavise 3/4 Mixed Formation w/ WW
Missile – longbow or bow (2 or 3-rank ordnance*)	Infantry	1	1	2	300m	2	3	add stakes 3/3, pavise 3/4 *Bow 2-rank, Longbow 3
Infantry “Rota”, bills, halberds, spear, war-flails	Infantry	3	2	0	0	3	3	Mixed Formation w/ WW
Peasantry, Fanatics, Mobs	Infantry	2	2	0	0	3	3	“Random” or “Rash”
War Wagons, with guards	War Machine	1	2	2	100m	4	4	Moves as Wheel Cavalry, 2 Wagons, with soldiers

WRGR.1, DBA.176, Missile troops were kept with the wagons. Wagons generally deployed in a main battle-line in groups of 10 (5 bases)
Missile troops deployed with/behind war wagons deployed in mixed formation can shoot ordnance over the wagons.

Taborites could all be “Rash”.

The entire army is an enthusiastic but ill-equipped force. Should have enough wagons for the whole line, and very little heavy cavalry.

BATTLE FOR 2MM EARTH – 15TH CENTURY

15TH CENTURY EUROPEAN ITALIAN STATES' ARMIES

Name	Type	Initiative	A (M)	A (R)	Range	R (M)	R (R)	Notes
Elite Men-at-Arms	Cavalry	3	4	0	0	6	5	Only Casa, Lanze Spezzate
Men-at-Arms	Cavalry	3	4	0	0	5	5	Any Condottiere
Light Cavalry	Light Cav.	5	2	1	100m	4	4	Any Condottiere, Papal States could get Arquebus
Turks Light Cavalry	Light Cav.	6	2	1	100m	4	4	Only Naples
Militia, Heavy Missile	Infantry	1	1	2	300m	2	3	Could be Arquebusiers add stakes 3/3, pavise 3/4
Militia, Bills or Swords	Infantry	2	2	0	0	4	4	Papal more likely to be R4
Mercenary Heavy Missile	Infantry	1	1	2	300m	2	3	Could be Arquebusiers add stakes 3/3, pavise 3/4
Mercenary Bills or Swords	Infantry	3	2	0	0	4	4	Naples Swordsmen strike before all other infantry
Stradiots (Venetian or Venetian-Milanese only)	Cavalry or Light Cav.	4	3	0	0	4	4	Has Throwing Weapons Cavalry R5/4, Light R4/4

WRGR.10, DBA.169, DBA.172, Condotta are the Mercenaries from and for Italy as free companies. Militia more likely to be “Reluctant”.

Armies of Milan and Venice would be virtually identical until the 16th Century

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15TH CENTURY EUROPEAN LOW COUNTRIES' ARMY

Name	Type	Initiative	A (M)	A (R)	Range	R (M)	R (R)	Notes
Burghers	Cavalry	3 as typical 4 if Rash	4	0	0	5	5	Typical Heavy Cavalry. Could be “Rash”
Guildsmen, bills, halberds	Infantry	3	2	0	0	4	4	Could be Pikemen (with +1A against block troops)
Crossbows or handguns	Infantry	1	1	2	300m	2	3	add stakes 3/3, pavise 3/4
English longbowmen	Infantry	1	1	2	300m	2	3	Can fire 3-rank ordnance add stakes 3/3, pavise 3/4
Germans	Cavalry	3 as typical 4 if Rash	4	0	0	6	5	Especially Heavy Cavalry Could be “Rash”
Feudal Cavalry	Cavalry	4	3	0	0	4	4	Typical Medium Cavalry

WRGR.6, DBA.163, The “Low Countries” are many different states but all with very similar armies.

Note that historically the armies were rather generic, and this list is very basic because the BF2E 15th Century template is based on them.

As with all armies, players could add Skirmishers where historically appropriate (e.g. for a re-enactment, or representing angry peasants)

BATTLE FOR 2MM EARTH – 15TH CENTURY

15TH CENTURY EUROPEAN SPANISH ARMY

Name	Type	Initiative	A (M)	A (R)	Range	R (M)	R (R)	Notes
Men-at-Arms	Cavalry	4	4	0	0	5	5	“Rash”
Genitours, Adalides	Cavalry or Light Cav.	4	3	0	0	4	4	Has Throwing Weapons Post-1487, Cavalry R5/4
Hermudad Cavalry	Light Cav.	5	2	1	50m	4	4	Javelins (50m) “Random”
Retainer, Mercenary, Military Order Infantry 1	Infantry	3	2	0	0	3	3	Swords strike before foot Post-1487, can be Pikes
Retainer, Mercenary, Military Order Infantry 2	Infantry	1	1	2	300m	2	3	add stakes 3/3, pavise 3/4 (But not for Constabulary)
Muslim Levy Infantry 1/2	Identical to Retainer/Mercenary/Order Infantry and/or Missile, except*							**“Reluctant”
Hermudad Militia 1/2	Identical to Retainer/Mercenary/Order Infantry and/or Missile, except*							**“Random”
Constabulary Infantry 1/2	Identical to Retainer/Mercenary/Order Infantry and/or Missile, except*							*R4/4, Post-1487 only.
Escopeteros	Light Cav.	5	2	1	100m	4	4	Post-1487 only. Arquebus. Can be R5/4 or even R5/5
Skirmishers: equipped as normal, unless Muslims with javelins (range 50m)	Light Inf.	3 if typical 4 if elite	1	1	200m	4	4	If Muslim, are “Relucant” Slingers Elite, and shoot simultaneously with Bows

WRGR.9, WRGR.9a, DBA.171, A series of reforms were undertaken 1483-1487, some “Post-1487” units can be used within that period.

BATTLE FOR 2MM EARTH – 15TH CENTURY

15TH CENTURY EUROPEAN SWISS ARMY & MERCENARIES

Name	Type	Initiative	A (M)	A (R)	Range	R (M)	R (R)	Notes
Nobles, Heavy Cavalry	Cavalry	4	4	0	0	5	5	“Rash”, could be R6/5
Mounted Missiles	Cavalry or Light Cav.	6	2	1	0	4	4	Could be “Rash” and/or R5/4
Swiss Infantry or Pikes	Infantry	3 or 4	2	0	0	4	4	Could be “Rash” (I4)
Crossbows or handguns	Infantry	1	1	2	300m	2	3	add stakes 3/3, pavise 3/4

WRGR.11, DBA.161b, If playing a historical battle where your side had Swiss mercenaries, select them from this list.

Mercenaries in foreign armies should all be “Rash” to emphasise the difference in vigour of the Swiss from the rest of the force.

The Swiss were famous as mercenaries and did not field armies of their own accord as often as other armies. They did fight wars against Charles the Bold, the Habsburgs/Holy Roman Empire (use the Imperial/Catholic list) for independence and a French-Milan alliance.

If you want to field an army entirely of Swiss, you could add Skirmishers, Sergeants and/or Mounted Bows from the Generic list (1st page), at the lowest stats and neither “Rash” nor “Reluctant”.

BATTLE FOR 2MM EARTH – 15TH CENTURY

OTHER ARMIES OF THE 15th CENTURY (COMING SOON)

15TH CENTURY EASTERN EUROPEAN – BYZANTINE (UNTIL 1453)

15TH CENTURY EASTERN EUROPEAN – COSSACKS

15TH CENTURY EASTERN EUROPEAN – HUNGARIAN (MID TO LATE CENTURY)

15TH CENTURY EASTERN EUROPEAN – MOLDAVIAN (LATE CENTURY)

15TH CENTURY EASTERN EUROPEAN – MUSCOVITE

15TH CENTURY EASTERN EUROPEAN – POLISH (LATE CENTURY)

15TH CENTURY EASTERN EUROPEAN – WALLACHIAN ARMY

15TH CENTURY NEW WORLD – MEXICAN ARMY (END OF CENTURY)

15TH CENTURY NEAR EAST – MONGOL

15TH CENTURY NEAR EAST – OTTOMAN TURKISH

15TH CENTURY NEAR EAST – TARTAR

15TH CENTURY MIDDLE EAST & AFRICA – ETHIOPIAN (ABYSSINIAN) ARMIES

15TH CENTURY MIDDLE EAST & AFRICA – MAMELUKE (LATE CENTURY)

15TH CENTURY MIDDLE EAST & AFRICA – MOORISH

15TH CENTURY MIDDLE EAST & AFRICA – PERSIAN

15TH CENTURY MIDDLE EAST & AFRICA – SINNAR EMPIRE ARMIES

15TH CENTURY MIDDLE EAST & AFRICA – WEST SUDANESE ARMIES

15TH CENTURY ASIAN AND FAR EAST – ARMIES OF THE BAHAMANI SULTANATE AND ITS SUCCESSOR STATES

15TH CENTURY ASIAN AND FAR EAST – ARMIES OF CALCUTTA AND ORISSA

15TH CENTURY ASIAN AND FAR EAST – JAPANESE ARMY

15TH CENTURY ASIAN AND FAR EAST – KMER ARMY

15TH CENTURY ASIAN AND FAR EAST – MING CHINESE ARMY

15TH CENTURY ASIAN AND FAR EAST – MOGHUL CONQUEST PERIOD

15TH CENTURY ASIAN AND FAR EAST – NORTH INDIAN ARMIES

15TH CENTURY ASIAN AND FAR EAST – VIJAYANAGAR ARMY (MID CENTURY ONWARDS)