

INDIA

By Alasdair Harley. Edited by Simon Clarke.

168 Early Vijayanagar Army	1494 - 1630
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EARLY VIJAYANAGAR ARMY

Dates

1494-1630

Generals

Any Tribal (0-4)

Home Terrain

Cultivated, Jungle

Army Trait

Great Men

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Noble Cavalry		Eastern Cavalry		Aggressive, Shoot & Charge		0	1	809
Formed	Superior	AFP	Light Lance					
Loose	Armoured	Bow	Expert Swordsmen					
Mansabdari cavalry		Eastern Cavalry				0	3	366
Formed	Average	AFP	Light Lance					
Loose	Unprotected	Bow	-					
Hindu Cavalry		Horse				2	8	306
Formed	Average	-	Light Lance					
Loose	Unprotected	-	Swordsmen					
Hindu Archers		Missile Irregulars		Combat Shy	Barricades (42)	2	12	179
Tribal	Poor	AFP	-					
L/S	Unprotected	Bow	-					
Indian Spearmen & Swordsmen		Melee Irregulars		Combat Shy, Aggressive	Front Rank SUP (27), Barricades (42)	2	12	161
Tribal	Poor	-	-					
Loose	Unprotected	-	-					
Elephants		Irregular Elephants (3)				1	6	384
Tribal	Average	LFP	-					
Loose	Protected	Bow	-					
Elephants		Irregular Elephants (4)				1	4	512
Tribal	Average	LFP	-					
Loose	Protected	Bow	-					
Early Matchlockmen		Missile Irregulars		Combat Shy	Barricades (42), Regimental Guns (57)	0	4	239
Tribal	Poor	AFP	-					
L/S	Unprotected	Arquebus	-					
Shamsherbaz		Close Combat Foot		Elan	Barricades (109)	0	2	655
Formed	Superior	-	-					
Close	Armoured	-	Expert Swordsmen					
Heavy Guns		Artillery			Barricades (60)	0	1	503
Formed	Average	AFP	-					
Loose	Unprotected	Heavy Art	-					

Notes

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Allies

None

Historical Notes

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BIJAPUR AND GOLKONDA

Dates

1494-1599

Generals

Any Tribal (0-4)

Home Terrain

Cultivated, Jungle

Army Trait

Great Men

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Mansabdari cavalry		Eastern Cavalry						
Formed	Average	AFP	Light Lance			2	8	366
Loose	Unprotected	Bow	-					
Hindu Cavalry		Horse						
Formed	Average	-	Light Lance			0	8	306
Loose	Unprotected	-	Swordsmen					
Hindu Archers		Missile Irregulars						
Tribal	Poor	AFP	-	Combat Shy	Barricades (42)	2	12	179
L/S	Unprotected	Bow	-					
Indian Spearmen & Swordsmen		Melee Irregulars						
Tribal	Poor	-	-	Combat Shy, Aggressive	Front Rank SUP (27), Barricades (42)	2	12	161
Loose	Unprotected	-	-					
Elephants		Irregular Elephants (3)						
Tribal	Average	LFP	-			0	2	384
Loose	Protected	Bow	-				2	
Elephants		Irregular Elephants (4)						
Tribal	Average	LFP	-			0	2	512
Loose	Protected	Bow	-					
Early Matchlockmen		Missile Irregulars						
Tribal	Poor	AFP	-	Combat Shy	Barricades (42), Regimental Guns (57)	0	4	239
L/S	Unprotected	Arquebus	-					
Portuguese Mercenaries		Foot Regt						
Formed	Superior	SFP	-	Elan, Shoot & Charge		0	2	819
C/L	Protected	Arquebus	Swordsmen					
Camel Guns & Rocketeers		Artillery						
Formed	Average	AFP	-	Fleet of Foot		0	2	378
Loose	Unprotected	Light Art	-					
Heavy Guns		Artillery						
Formed	Average	AFP	-		Barricades (60)	0	1	503
Loose	Unprotected	Heavy Art	-					

Notes

Allies:- Early Rajput, Early Vijayanagar Army

Allies

Early Rajput
Early Vijayanagar Army

Historical Notes

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CALCUTTA SULTANATE

Dates

1494-1599

Generals

Any Tribal (0-4)

Home Terrain

Cultivated, Jungle

Army Trait

Great Men

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Hindu Cavalry				Horse		2	4	306
Formed	Average	-	Light Lance					
Loose	Unprotected	-	Swordsmen					
Hindu Archers				Missile Irregulars		2	16	179
Tribal	Poor	AFP	-	Combat Shy	Barricades (42)			
L/S	Unprotected	Bow	-					
Indian Spearmen & Swordsmen				Melee Irregulars		2	16	161
Tribal	Poor	-	-	Combat Shy, Aggressive	Front Rank SUP (27), Barricades (42)			
Loose	Unprotected	-	-					
Elephants				Irregular Elephants (3)		2	8	384
Tribal	Average	LFP	-					
Loose	Protected	Bow	-					
Elephants				Irregular Elephants (4)		2	6	512
Tribal	Average	LFP	-					
Loose	Protected	Bow	-					

Notes

Allies:- Early Rajput, Early Vijayanagar Army

Allies

Early Rajput
Early Vijayanagar Army

Historical Notes

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RAJPUT

Dates

1494-1599

Generals

Any Tribal (0-4)

Home Terrain

Cultivated, Jungle

Army Trait

Great Men

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Veteran Rajputs		Western Horse		Aggressive, Impetuous		0	4	655
Formed	Superior	-	Light Lance					
Loose	Armoured	-	Expert Swordsmen				8	
Rajput Cavalry		Western Horse		Aggressive, Impetuous, Front Rank SUP	Front Rank ARM (40)	2	8	460
Formed	Average	-	Light Lance					
Loose	Protected	-	Swordsmen					
Hindu Cavalry		Horse				0	4	306
Formed	Average	-	Light Lance					
Loose	Unprotected	-	Swordsmen					
Hindu Archers		Missile Irregulars		Combat Shy	Barricades (42)	2	12	179
Tribal	Poor	AFP	-					
L/S	Unprotected	Bow	-					
Indian Spearmen & Swordsmen		Melee Irregulars		Combat Shy, Aggressive	Front Rank SUP (27), Barricades (42)	2	12	161
Tribal	Poor	-	-					
Loose	Unprotected	-	-					
Elephants		Irregular Elephants (3)				0	2	384
Tribal	Average	LFP	-					
Loose	Protected	Bow	-				2	
Elephants		Irregular Elephants (4)				0	2	512
Tribal	Average	LFP	-					
Loose	Protected	Bow	-					
Early Matchlockmen		Missile Irregulars		Combat Shy	Barricades (42), Regimental Guns (57)	0	2	239
Tribal	Poor	AFP	-					
L/S	Unprotected	Arquebus	-					
Camel Guns & Rocketeers		Artillery		Fleet of Foot		0	2	378
Formed	Average	AFP	-					
Loose	Unprotected	Light Art	-					
Heavy Guns		Artillery			Barricades (60)	0	2	503
Formed	Average	AFP	-					
Loose	Unprotected	Heavy Art	-					

Notes

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Allies

None

Historical Notes

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EARLY KINGDOM OF KANDY

Dates

1494-1630

Generals

Any Tribal (0-4)

Home Terrain

Waterside, Jungle

Army Trait

Great Men

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Hindu Cavalry		Horse						
Formed	Average	-	Light Lance			0	4	306
Loose	Unprotected	-	Swordsmen					
Hindu Archers		Missile Irregulars						
Tribal	Poor	AFP	-	Combat Shy	Barricades (42)	2	12	179
L/S	Unprotected	Bow	-					
Indian Spearmen & Swordsmen		Melee Irregulars						
Tribal	Poor	-	-	Combat Shy, Aggressive	Front Rank SUP (27), Barricades (42)	2	12	161
Loose	Unprotected	-	-					
Elephants		Irregular Elephants (3)						
Tribal	Average	LFP	-			0	4	384
Loose	Protected	Bow	-				4	
Elephants		Irregular Elephants (4)						
Tribal	Average	LFP	-			0	3	512
Loose	Protected	Bow	-				4	
Early Matchlockmen		Missile Irregulars						
Tribal	Poor	AFP	-	Combat Shy	Barricades (42), Regimental Guns (57)	0	4	239
L/S	Unprotected	Arquebus	-					
Portuguese Mercenaries		Foot Regt						
Formed	Superior	SFP	-	Elan, Shoot & Charge		0	3	819
CL	Protected	Arquebus	Swordsmen					
Camel Guns & Rocketeers		Artillery						
Formed	Average	AFP	-	Fleet of Foot		0	2	378
Loose	Unprotected	Light Art	-					
Heavy Guns		Artillery						
Formed	Average	AFP	-		Barricades (60)	0	1	503
Loose	Unprotected	Heavy Art	-					

Notes

All Infantry can have barricades,

Allies

None

Historical Notes

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MUGHAL INVASION

Dates

1504-1530

Generals

Any Professional or Instinctive (0-4)

Home Terrain

Mountains

Army Trait

Great Men, Fortified Camp (50)

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Mongol Nobles		Eastern Cavalry		Aggressive, Shoot & Charge		1	6	809
Formed	Superior	AFP	Light Lance					
Loose	Armoured	Bow	Expert Swordsmen					
Mongol Cavalry		Eastern Cavalry		Scouts, Independent		2	8	400
Formed	Average	AFP	-					
L/S	Unprotected	Bow	Swordsmen					
Turkish Mercenary Foot		Foot Regt		Elan, Shoot & Charge	Barricades (91)	0	6	735
Formed	Superior	AFP	-					
Loose	Protected	Arquebus	Swordsmen					
Archers		Missile Irregulars		Combat Shy	Barricades (60)	2	12	218
Tribal	Average	AFP	-					
L/S	Unprotected	Bow	-					
Afghan Hillmen		Melee Irregulars		Aggressive	Front Rank SUP (32), Barricades (60)	0	6	383
Tribal	Average	-	-					
Loose	Unprotected	-	Swordsmen					
Mongol War Wagons		Battle Wagons (2)				0	4	380
Formed	Average	AFP	Polearm					
Loose	Protected	Arquebus	Swordsmen					
Camel Guns & Rocketeers		Artillery		Fleet of Foot		2	4	378
Formed	Average	AFP	-					
Loose	Unprotected	Light Art	-					
Heavy Guns		Artillery			Barricades (60)			503
Formed	Average	AFP	-					
Loose	Unprotected	Heavy Art	-					

Notes

Regimental Guns replace Camel Gun TUGs at a rate of 3 Regimental Guns per Light Gun TUG

Allies

Oirat Khanate

Historical Notes

Dates

1531-1630

Generals

Any Instinctive (0-4)

Home Terrain

Cultivated, Jungle, Plains

Army Trait

Great Men

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Ahadis Cavalry		Eastern Cavalry		Aggressive, Shoot & Charge		0	4	809
Formed	Superior	AFP	Light Lance					
Loose	Armoured	Bow	Expert Swordsmen					
Ahadis Archers		Skirmishers		Combat Shy	Barricades (60)	0	4	294
Formed	Average	AFP	-					
L/S	Unprotected	Bow	-					
Early Ahadis Matchlockmen		Skirmishers		Combat Shy	Barricades (60)	0	2	354
Formed	Average	AFP	-					
L/S	Unprotected	Arquebus	-					
Mansabdari cavalry		Eastern Cavalry				2	8	366
Formed	Average	AFP	Light Lance					
Loose	Unprotected	Bow	-					
Veteran Mansabdari Cavalry		Eastern Cavalry		Aggressive		2	2	480
Formed	Average	AFP	Light Lance					
Loose	Protected	Bow	Swordsmen					
Hindu Archers		Missile Irregulars		Combat Shy	Barricades (42)	2	12	179
Tribal	Poor	AFP	-					
L/S	Unprotected	Bow	-					
Early Matchlockmen		Missile Irregulars		Combat Shy	Barricades (42), Regimental Guns (57)	0	4	239
Tribal	Poor	AFP	-					
L/S	Unprotected	Arquebus	-					
Levy Infantry		Melee Irregulars		Combat Shy	Barricades (42)	2	12	107
Tribal	Poor	-	-					
Loose	Unprotected	-	-					
Upgrade to Ghazirs & Nairs		Melee Irregulars		Combat Shy, Aggressive	Front Rank SUP (27), Barricades (42)	0	4	161
Tribal	Poor	-	-					
Loose	Unprotected	-	-					
Shamsherbaz		Close Combat Foot		Elan	Barricades (109)	0	2	655
Formed	Superior	-	-					
Close	Armoured	-	Expert Swordsmen					
Mughal Elephants		Irregular Elephants (3)				1	4	450
Tribal	Average	LFP	-					
Loose	Armoured	Bow	-					
Mughal Elephants		Irregular Elephants (3)				1	3	450
Tribal	Average	LFP	-					
Loose	Armoured	Bow	-					
Rajput Cavalry		Western Horse		Aggressive, Impetuous, Front Rank SUP	Front Rank ARM (40)	0	4	460
Formed	Average	-	Light Lance					
Loose	Protected	-	Swordsmen					

Camel Guns & Rocketeers				Artillery			
Formed	Average	AFP	-	Fleet of Foot	1	4	378
Loose	Unprotected	Light Art	-				
Heavy Guns				Artillery			
Formed	Average	AFP	-	Barricades (60)	1	2	503
Loose	Unprotected	Heavy Art	-				

Notes

Regimental Guns replace Camel Gun TUGs at a rate of 3 Regimental Guns per Light Gun TUG

Allies

None

Historical Notes

List Version

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Dates

1631-1721

Generals

Any Instinctive (0-4)

Home Terrain

Cultivated, Jungle, Plains

Army Trait

Great Men

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Ahadis Cavalry		Eastern Cavalry		Aggressive, Shoot & Charge		0	4	809
Formed	Superior	AFP	Light Lance					
Loose	Armoured	Bow	Expert Swordsmen					
Ahadis Archers		Skirmishers		Combat Shy	Barricades (60)	0	4	294
Formed	Average	AFP	-					
L/S	Unprotected	Bow	-				4	
Later Ahadis Matchlockmen		Skirmishers		Combat Shy		0	2	384
Formed	Average	AFP	-					
L/S	Unprotected	Matchlock Musket	-					
Mansabdari cavalry		Eastern Cavalry				2	8	366
Formed	Average	AFP	Light Lance					
Loose	Unprotected	Bow	-				8	
Veteran Mansabdari Cavalry		Eastern Cavalry		Aggressive			2	480
Formed	Average	AFP	Light Lance					
Loose	Protected	Bow	Swordsmen					
Hindu Archers		Missile Irregulars		Combat Shy	Barricades (42)	2	12	179
Tribal	Poor	AFP	-					
L/S	Unprotected	Bow	-				12	
Later Matchlockmen		Missile Irregulars		Combat Shy	Barricades (42), Regimental Guns (57)	0	4	269
Tribal	Poor	AFP	-					
L/S	Unprotected	Matchlock Musket	-					
Levy Infantry		Melee Irregulars		Combat Shy	Barricades (42)	2	12	107
Tribal	Poor	-	-					
Loose	Unprotected	-	-				12	
Upgrade to Ghazirs & Nairs		Melee Irregulars		Combat Shy, Aggressive	Front Rank SUP (27), Barricades (42)	0	4	161
Tribal	Poor	-	-					
Loose	Unprotected	-	-					
Shamsherbaz		Close Combat Foot		Elan	Barricades (109)	0	2	655
Formed	Superior	-	-					
Close	Armoured	-	Expert Swordsmen					
Mughal Elephants		Irregular Elephants (3)				1	4	450
Tribal	Average	LFP	-					
Loose	Armoured	Bow	-					
Mughal Elephants		Irregular Elephants (3)				1	3	450
Tribal	Average	LFP	-					
Loose	Armoured	Bow	-				4	
Later Mughal Elephants		Irregular Elephants (3)				1	4	504
Tribal	Average	LFP	-					
Loose	Armoured	Matchlock Musket	-					
Later Mughal Elephants		Irregular Elephants (3)				1	3	504
Tribal	Average	LFP	-					
Loose	Armoured	Matchlock Musket	-					
Rajput Cavalry		Western Horse		Aggressive, Impetuous, Front Rank SUP	Front Rank ARM (40)	0	4	460
Formed	Average	-	Light Lance					
Loose	Protected	-	Swordsmen					

Camel Guns & Rocketeers				Artillery			
Formed	Average	AFP	-	Fleet of Foot	1	4	378
Loose	Unprotected	Light Art	-				
Heavy Guns				Artillery			
Formed	Average	AFP	-	Barricades (60)	1	2	503
Loose	Unprotected	Heavy Art	-				

Notes

Regimental Guns replace Camel Gun TUGs at a rate of 3 Regimental Guns per Light Gun TUG

Allies

None

Historical Notes

List Version

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LATER VIJAYANAGAR ARMY

Dates

1631-1721

Generals

Any Tribal (0-4)

Home Terrain

Cultivated, Jungle

Army Trait

Great Men

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts	
Noble Cavalry		Eastern Cavalry		Aggressive, Shoot & Charge		0	1	809	
Formed	Superior	AFP	Light Lance						
Loose	Armoured	Bow	Expert Swordsmen						
Mansabdari cavalry		Eastern Cavalry				0	3	366	
Formed	Average	AFP	Light Lance						
Loose	Unprotected	Bow	-						
Hindu Cavalry		Horse				2	8	306	
Formed	Average	-	Light Lance						
Loose	Unprotected	-	Swordsmen						
Hindu Archers		Missile Irregulars		Combat Shy	Barricades (42)	2	12	179	
Tribal	Poor	AFP	-						
L/S	Unprotected	Bow	-						
Indian Spearmen & Swordsmen		Melee Irregulars		Combat Shy, Aggressive	Front Rank SUP (27), Barricades (42)	2	12	161	
Tribal	Poor	-	-						
Loose	Unprotected	-	-						
Elephants		Irregular Elephants (3)				1	6	384	
Tribal	Average	LFP	-						
Loose	Protected	Bow	-						
Elephants		Irregular Elephants (4)				1	4	512	
Tribal	Average	LFP	-						
Loose	Protected	Bow	-						
Later Matchlockmen		Missile Irregulars		Combat Shy	Barricades (42), Regimental Guns (57)	0	4	269	
Tribal	Poor	AFP	-						
L/S	Unprotected	Matchlock Musket	-						
Shamsherbaz		Close Combat Foot		Elan	Barricades (109)	0	2	655	
Formed	Superior	-	-						
Close	Armoured	-	Expert Swordsmen						
Heavy Guns		Artillery			Barricades (60)	0	1	1	503
Formed	Average	AFP	-						
Loose	Unprotected	Heavy Art	-						

Notes

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Allies

None

Historical Notes

Dates

1631-1721

Generals

Any Tribal (0-4)

Home Terrain

Waterside, Jungle

Army Trait

Great Men

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Hindu Cavalry				Horse		0	4	306
Formed	Average	-	Light Lance					
Loose	Unprotected	-	Swordsmen					
Hindu Archers				Missile Irregulars		2	12	179
Tribal	Poor	AFP	-	Combat Shy	Barricades (42)			
L/S	Unprotected	Bow	-					
Indian Spearmen & Swordsmen				Melee Irregulars		2	12	161
Tribal	Poor	-	-	Combat Shy, Aggressive	Front Rank SUP (27), Barricades (42)			
Loose	Unprotected	-	-					
Elephants				Irregular Elephants (3)		0	4	384
Tribal	Average	LFP	-					
Loose	Protected	Bow	-				4	
Elephants				Irregular Elephants (4)		0	3	512
Tribal	Average	LFP	-					
Loose	Protected	Bow	-					
Later Matchlockmen				Missile Irregulars		2	6	269
Tribal	Poor	AFP	-	Combat Shy	Barricades (42), Regimental Guns (57)			
L/S	Unprotected	Matchlock Musket	-					
Camel Guns & Rocketeers				Artillery		0	2	378
Formed	Average	AFP	-	Fleet of Foot				
Loose	Unprotected	Light Art	-					
Heavy Guns				Artillery		0	1	503
Formed	Average	AFP	-		Barricades (60)			
Loose	Unprotected	Heavy Art	-					

Notes

Allies

Colonial Dutch

Historical Notes

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EARLY MARATHA

Dates

1640-1660

Generals

Any Tribal (0-4)

Home Terrain

Mountains, Jungle

Army Trait

Great Men

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Maratha Matchlockmen				Missile Irregulars				
Tribal	Average	AFP	-		Barricades (60), Regimental Guns (81)	4	12	384
L/S	Unprotected	Matchlock Musket	-					
Hindu Archers				Missile Irregulars				
Tribal	Poor	AFP	-	Combat Shy	Barricades (42)	2	12	179
L/S	Unprotected	Bow	-					
Maratha Spearmen				Melee Irregulars				
Tribal	Average	-	Long Spear		Barricades (60)	4	12	383
Close	Unprotected	-	Long Spear					
Camel Guns & Rocketeers						Artillery		
Formed	Average	AFP	-	Fleet of Foot		0	4	378
Loose	Unprotected	Light Art	-					

Notes

Regimental Guns replace Camel Gun TUGs at a rate of 3 Regimental Guns per Light Gun TUG

Allies

None

Historical Notes

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MARATHA

Dates

1660-1700

Generals

Any Tribal (0-4)

Home Terrain

Mountains, Jungle

Army Trait

Great Men

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Maratha Cavalry			Horse					
Formed	Average	-	Light Lance	Aggressive	Front Rank SUP (43)	2	8	340
Loose	Unprotected	-	Swordsmen					
Maratha Matchlockmen			Missile Irregulars					
Tribal	Average	AFP	-	Combat Shy	Barricades (60), Regimental Guns (81)	4	12	384
L/S	Unprotected	Matchlock Musket	-					
Hindu Archers			Missile Irregulars					
Tribal	Poor	AFP	-	Combat Shy	Barricades (42)	2	12	179
L/S	Unprotected	Bow	-					
Maratha Spearmen			Melee Irregulars					
Tribal	Average	-	Long Spear	Barricades (60)		4	12	383
Close	Unprotected	-	Long Spear					
Camel Guns & Rocketeers			Artillery					
Formed	Average	AFP	-	Fleet of Foot		0	4	378
Loose	Unprotected	Light Art	-					

Notes

Regimental Guns replace Camel Gun TUGs at a rate of 3 Regimental Guns per Light Gun TUG

Allies

None

Historical Notes