

# MESO AMERICA

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List Version Sep 21 Beta

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Dates 1494-1521

Generals Any Professional or Instinctive (0-4)

Home Terrain Mountains, Cultivated

Army Trait Great Men, Domiciled, Mobile Camp (20), Fortified Camp (50)

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Elite Warrior Societies</b>			<b>Close Combat Foot</b>	Shoot & Charge, Fleet of Foot	Personal Bodyguard (0)	0	1	626
Formed	Exceptional	HFP	-					
Loose	Unprotected	Sling / Javelins	Swordsmen					
<b>Warrior Societies</b>			<b>Close Combat Foot</b>	Shoot & Charge, Fleet of Foot		0	3	557
Formed	Superior	AFP	-					
Loose	Unprotected	Sling / Javelins	Swordsmen					
<b>Calpolli</b>			<b>Melee Irregulars</b>	Shoot & Charge		3	10	511
Formed	Average	AFP	-					
Loose	Unprotected	Sling / Javelins	-					
Replace Warrior Societies and Capolli with Combined TUGs								
<b>Combined Warrior Societies and Calpolli</b>			<b>Melee Irregulars</b>	Shoot & Charge, Front Rank SUP	Aggressive (77) Lead by Cuauhchique or Huitzilopochtli priests (max 3)	0	all	595
Formed	Average	AFP	-					
Loose	Unprotected	Sling / Javelins	Swordsmen					
<b>Archers</b>			<b>Skirmishers</b>	Combat Shy	Scouts (26)	0	3	243
Tribal	Average	AFP	-					
L/S	Unprotected	Bow	-					
<b>Slingers</b>			<b>Skirmishers</b>	Combat Shy	Scouts (26)	0	3	213
Tribal	Average	AFP	-					
L/S	Unprotected	Sling / Javelins	-					
Triple Alliance Allies or Central American Allies								
<b>Tribal Warrior Societies</b>			<b>Close Combat Foot</b>	Shoot & Charge, Fleet of Foot		1	3	491
Tribal	Superior	AFP	-					
Loose	Unprotected	Sling / Javelins	Swordsmen					
<b>Tribal Calpolli</b>			<b>Melee Irregulars</b>	Shoot & Charge		3	10	434
Tribal	Average	AFP	-					
Loose	Unprotected	Sling / Javelins	-					
Replace Tribal Warrior Societies and Capolli with Combined TUGs								
<b>Combined Tribal Warrior Societies and Calpolli</b>			<b>Melee Irregulars</b>	Shoot & Charge, Front Rank SUP	Aggressive (77) Lead by Cuauhchique or Huitzilopochtli priests (max 3)	0	all	511
Tribal	Average	AFP	-					
Loose	Unprotected	Sling / Javelins	Swordsmen					
1520 - 1521 only								
<b>Tribal Calpolli with Long Spear</b>			<b>Melee Irregulars</b>			0	3	383
Tribal	Average	-	Long Spear					
Loose	Unprotected	-	Long Spear					

## Notes

Mobile or Forified camps are optional.

If Triple Alliance Allies or Central American troops are taken, they must be lead by Triple Alliance Allies or Central American Ally General. These Ally generals are internal allies, and can only command Tribal Troops

## Notes

None

## Notes

From their magnificent capital city, organization that brought many of force and captured Tenochtitlan in Tenochtitlan, the Aztecs emerged as the dominant force in central Mexico, developing an intricate social, political, religious and commercial the region's city-states under their control by the 15th century. Invaders led by the Spanish conquistador Hernán Cortés overthrew the Aztec Empire by 1521, bringing an end to Mesoamerica's last great native civilization.

List Version

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Dates

1494-1535

Generals

Any Instinctive (0-4)

Home Terrain

Mountains, Waterside

Army Trait

Great Men, Domiciled, Mobile Camp (20), Fortified Camp (50)

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts	
<b>Warrior Societies</b>		<b>Close Combat Foot</b>		Shoot & Charge, Fleet of Foot		0	3	3	557
Formed	Superior	AFP	-						
Loose	Unprotected	Sling / Javelins	Swordsmen						
<b>City archers with shield-bearers</b>		<b>Missile Irregulars</b>							
Formed	Average	AFP	-						
Loose	Protected	Bow	-						
Replace Warrior Societies and City Archers with Shield-bearers with Combined TUGs									
<b>Combined Warrior Societies and City archers</b>		<b>Melee Irregulars</b>		Shoot & Charge, Front Rank SUP		0	all		729
Formed	Average	AFP	-						
Loose	Protected	Bow	Swordsmen						
<b>City archers</b>		<b>Missile Irregulars</b>		Combat Shy		4	15		269
Formed	Average	AFP	-						
L/S	Unprotected	Bow	-						
<b>Hastily raised or novice warriors</b>		<b>Melee Irregulars</b>							
Tribal	Average	-	-						
Loose	Unprotected	-	-						
<b>Otomi mercenaries</b>		<b>Melee Irregulars</b>		Aggressive		0	1		637
Formed	Superior	AFP	-						
Loose	Unprotected	Sling / Javelins	-						
<b>Slingers</b>		<b>Skirmishers</b>		Combat Shy	Scouts (26)	0	3		213
Tribal	Average	AFP	-						
L/S	Unprotected	Sling / Javelins	-						
<b>Spanish Allies</b>									
<b>Spanish Cavalry</b>		<b>Western Horse</b>		Aggressive		0	2		440
Formed	Average	-	Charging Lancer						
Loose	Protected	-	Swordsmen						
<b>Spanish adventurers</b>		<b>Bande</b>		Elan		0	2		927
Formed	Superior	HFP	-						
C/L/S	Armoured	Arquebus	Expert Swordsmen						
<b>Spanish Sword &amp; Bucklermen</b>		<b>Close Combat Foot</b>		Elan		0	2		796
Drilled	Superior	-	-						
C/L	Armoured	-	Expert Swordsmen						
<b>Spanish Arquebusiers</b>		<b>Skirmishers</b>		Steady		0	1		507
Formed	Average	AFP	-						
L/S	Unprotected	Arquebus	-						
<b>Light Guns</b>		<b>Artillery</b>		Barricades (60)		0	1		353
Formed	Average	AFP	-						
Loose	Unprotected	Light Art	-						

## Notes

Mobile or Forified camps are optional

If Spanish troops are taken then a Spanish Ally general must be taken. He must be Professional and can only command Spanish Troops

## Allies

None

## Historical Notes

Texcala (Tlaxcala) was located to the east and south of the Valley of Mexico. The Texcalans were Nahua and spoke Nahuatl like the Aztecs. The Texcalan state consisted of 28 cities in four groups, led by the cities of Tepeticpac, Ocoteloco, Tizatlan and Quyahuitlan. Each of these cities was led by a Tlatoani, or king at war. One was elected Huey Tlatoani, or high king, and was the leader of the army. From 1468 a war called xochiyaoyotl (flower war) raged between the confederation and the Aztecs.

# 115

# MIXTEC AND ZAPOTEC

Dates

1494-1521

Generals

Any Instinctive (0-4)

Home Terrain

Mountains, Waterside

Army Trait

Great Men, Domiciled, Mobile Camp (20), Fortified Camp (50)

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Best warriors</b>			<b>Close Combat Foot</b>	Shoot & Charge, Fleet of Foot		0	4	557
Formed	Superior	AFP	-					
Loose	Unprotected	Sling / Javelins	Swordsmen					
<b>Warriors</b>			<b>Melee Irregulars</b>	Shoot & Charge		4	10	511
Formed	Average	AFP	-					
Loose	Unprotected	Sling / Javelins	-					
Replace Best Warrior and Warriors with Combined TUGs								
<b>Combined Best Warrior and Warriors</b>			<b>Melee Irregulars</b>	Shoot & Charge, Front Rank SUP		0	all	595
Formed	Average	AFP	-					
Loose	Unprotected	Sling / Javelins	Swordsmen					
<b>Commoners</b>			<b>Melee Irregulars</b>	Shoot & Charge		0	3	331
Tribal	Poor	AFP	-					
Loose	Unprotected	Sling / Javelins	-					
<b>Slingers</b>			<b>Skirmishers</b>	Combat Shy	Scouts (26)	0	6	213
Tribal	Average	AFP	-					
L/S	Unprotected	Sling / Javelins	-					
<b>Temple Solders</b>			<b>Close Combat Foot</b>	Shoot & Charge, Elan, Fleet of Foot		0	1	738
Drilled	Exceptional	AFP	-					
Loose	Unprotected	Sling / Javelins	Swordsmen					

Notes

Mobile or Fortified camps are optional

Allies

None

The region where this culture first developed is called the Mixteca. It is in southern Mexico characterised by high mountains and narrow valleys with small streams which drop from over 8000 feet to the Pacific coast. This rugged geography didn't allow for easy communication across the culture. Mixtec society was organized in kingdoms or city-states ruled by the king who collected tribute and services from the people with the help of his administrators who were part of the nobility. This political system reached its height during the early Post-Classic period (800 to 1200 CE). These kingdoms were interconnected among each other through alliances and marriages, but they were also involved in wars against each other as well as against common enemies. Two of the most powerful kingdoms of this period were Tututepec on the coast and Tilantongo in the high mountains.

The most famous Mixtec king was Lord Eight Deer "Jaguar Claw", ruler of Tilantongo, whose heroic actions are part history, part legend. According to Mixtec history, in the 11th century, he managed to bring together the kingdoms of Tilantongo and Tututepec under his power. The events that led to the unification of the Mixteca region under Lord Eight Deer "Jaguar Claw" are recorded in two of the most famous Mixtec codices: the Codex Bodley, and the Codex Zouche-Nuttall.

Zapotec civilization originated in the Central Valleys of Oaxaca in the late 6th Century BC. The Zapotec state formed at Monte Albán around 400 BCE. By 200 CE the Zapotec rulers had seized regions outside the Oaxaca valley and Monte Albán was the largest city in the southern Mexican highlands. Around 700 CE the political centre moved to Mitla, a religious site, a gateway between the world of the living and the world of the dead. Around 900 CE the Mixtecs invaded and were unified by King Eight Deer Jaguar Claw (1011 to 1063 CE). This empire quickly collapsed but the Zapotec became more militaristic in line with other cultures. When the Aztecs conquered the towns in the valley of Oaxaca in the late fifteenth century, an Aztec army under the emperor Ahuitzotl sought to conquer Tehuantepec. In response the Zapotec ruler Cosihuesa established an alliance with the Mixtec ruler of Achiutla. Aztecs attacked the combined Zapotec-Mixtec army at the mountaintop fortress of Guingola, but the siege failed and a truce was established through marriage.

# 116

# PURÉPECHA EMPIRE

Dates	1494-1533					
Generals	Any Tribal (0-4)					
Home Terrain	Mountains, Cultivated					
Army Trait	Great Men, Domiciled, Mobile Camp (20), Fortified Camp (50)					

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Tiacham</b>		<b>Close Combat Foot</b>		Aggressive, Fleet of Foot		0	3	497
Formed	Superior	-	-					
Loose	Unprotected	-	Swordsmen					
<b>Bowmen with shield-bearers</b>		<b>Missile Irregulars</b>				0	6	360
Formed	Average	AFP	-					
Loose	Protected	Bow	-					
Replace Tiacham and Bowmen with shield-bearers with Combined TUGs								
<b>Combined Tiacham and Bowmen</b>		<b>Melee Irregulars</b>		Shoot & Charge, Front Rank SUP, Aggressive		0	all	724
Formed	Average	AFP	-					
Loose	Unprotected	Bow	Swordsmen					
<b>Bowmen</b>		<b>Missile Irregulars</b>			Combat Shy (-76)	5	15	345
Formed	Average	AFP	-					
L/S	Unprotected	Bow	-					
<b>Hastily raised or novice Tiacham</b>		<b>Close Combat Foot</b>		Aggressive, Fleet of Foot		0	3	332
Tribal	Average	-	-					
Loose	Unprotected	-	Swordsmen					
<b>Otomi mercenaries</b>		<b>Melee Irregulars</b>		Aggressive		0	1	637
Formed	Superior	AFP	-					
Loose	Unprotected	Sling / Javelins	-					
<b>Slings</b>		<b>Skirmishers</b>		Combat Shy	Scouts (26)	0	3	213
Tribal	Average	AFP	-					
L/S	Unprotected	Sling / Javelins	-					

## Notes

Mobile or Fortified camps are optional

## Allies

None

## Historical Notes

The Purépecha or Tarascan were the archenemies of the Aztecs, carving an empire of their own. The capital city of Tzintzuntzan, "the place of the hummingbirds", was located alongside Lake Pátzcuaro. The multi-ethnic empire matched the Aztecs in might and power, located on the western border of the Aztec empire. Aztec attempts to conquer the empire failed



## 117

## CHINANTEC

Dates

1494-1534

Generals

Any Tribal (0-4)

Home Terrain

Mountains, Waterside

Army Trait

Great Men, Domiciled, Native Settlement (50)

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Chinatec Nobles</b>		<b>Missile Irregulars</b>						
Tribal	Superior	AFP	-	Shoot & Charge		0	3	422
Loose	Unprotected	Bow	Swordsmen					
<b>Spearmen</b>		<b>Melee Irregulars</b>						
Tribal	Average	-	Long Spear			3	15	383
Loose	Unprotected	-	Long Spear					
<b>Archers</b>		<b>Skirmishers</b>						
Tribal	Average	AFP	-	Combat Shy	Scouts (26)	0	3	243
L/S	Unprotected	Bow	-					
<b>Slingers</b>		<b>Skirmishers</b>						
Tribal	Average	AFP	-	Combat Shy	Scouts (26)	0	3	213
L/S	Unprotected	Sling / Javelins	-					

Notes

Allies

None

Historical Notes

The Chinantecs were a confederation of people from 20 towns in the Oaxacan highlands in what is now southern Mexico. They were fierce enemies of the Aztecs and so welcomed the Spanish as allies in their struggle to remain independent of Aztec conquest. Histories vary but some say that they had been conquered by the Aztecs just before the Spanish arrived in a series of bitter campaigns, others asserting that a few of the towns were still holding out when the Spanish overthrew the Aztecs. Probably the most interesting aspect of their warfare was their employment of phalanxes of spearmen using enormous spears, reported, perhaps with some exaggeration, to be over 6m (20 feet) long. Even more unusual, these spears have razor sharp obsidian glass embedded along the lateral edge of the pole, running a considerable length down the top and bottom of the shaft. The soldiers who bore these spears also held a cloth shield called a pavesina by the Spanish, suggesting it was large and roughly rectangular, this shield apparently being of thick fabric so that when not in use it could be rolled up and carried.

# 118

# CHICHIMEC

Dates 1494-1600

Generals Any Tribal (0-4)

Home Terrain Mountains, Waterside

Army Trait Great Men, Domiciled, Native Settlement (50)

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Club-wielders</b>		<b>Close Combat Foot</b>		Aggressive, Fleet of Foot		3	6	431
Tribal	Superior	-	-					
Loose	Unprotected	-	Swordsmen					
<b>Elite Tribesmen with bow</b>		<b>Missile Irregulars</b>		Shoot & Charge		0	2	467
Tribal	Superior	HFP	-					
Loose	Unprotected	Bow	Swordsmen					
<b>Chichimec Archers</b>		<b>Missile Irregulars</b>		Combat Shy (-76)		3	10	339
Tribal	Average	HFP	-					
L/S	Unprotected	Bow	-					
<b>Archers</b>		<b>Skirmishers</b>		Combat Shy	Scouts (26)	0	6	243
Tribal	Average	AFP	-					
L/S	Unprotected	Bow	-					
<b>Slingers</b>		<b>Skirmishers</b>		Combat Shy	Scouts (26)	0	3	213
Tribal	Average	AFP	-					
L/S	Unprotected	Sling / Javelins	-					

Notes

Allies

None

Historical Notes

This list represents the migrating Chichimec (dog people) or Pueblo tribes in the desert areas to the north of the Aztec Empire. The Aztecs, and their Spanish successors, were terrified of these people, and rightly so. Fighting naked, painting their bodies and heads or hair red (hence the name Quachichil, or "red heads"), these men were the deadliest archers the Spanish ever faced, and were unspeakably cruel in their treatment of prisoners.

Given a small bow as a young boy and allowed no other toys to play with, the Chichimecs became archers of unparalleled skill. It was said that if a piece of fruit was tossed in the air as a target, it would be riddled with arrows and broken to pieces before it hit the ground. Spanish chroniclers noted with amazement that if a Chichimec archer aimed for a man's eye, and hit his eyebrow instead, he would curse his clumsy shooting. All in all, these redoubtable, savage hunter gatherers held such a moral ascendancy over their foes that it was said that they could not only defeat superior numbers of Aztecs in battle, but even superior numbers of Spaniards!

## 119

## MAYAN

Dates 1494-1697

Generals Any Tribal (0-4)

Home Terrain Mountains, Waterside, Jungle

Army Trait Great Men, Domiciled, Native Settlement (50)

Training Formation	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<b>Sahaloob with retinue</b>			<b>Close Combat Foot</b>	Elan, Fleet of Foot		0	2	464
Tribal	Exceptional	-	-					
Loose	Unprotected	-	Swordsmen					
<b>Elite Holcanob</b>			<b>Close Combat Foot</b>	Fleet of Foot		1	3	365
Tribal	Superior	-	-					
Loose	Unprotected	-	Swordsmen					
<b>Holcanob</b>			<b>Melee Irregulars</b>			3	10	306
Tribal	Average	-	-					
Loose	Unprotected	-	Swordsmen					
<b>Mazeul</b>			<b>Melee Irregulars</b>			2	10	187
Tribal	Poor	-	-					
Loose	Unprotected	-	-					
<b>Skirmishers including Hornet nest throwers</b>			<b>Skirmishers</b>	Combat Shy	Independent (51)	0	1	243
Tribal	Average	HFP	-					
L/S	Unprotected	Sling / Javelins	-					
<b>Zabin katum - "Weasels" &amp; Chembal Uinac</b>			<b>Skirmishers</b>		Scouts (26), Independent (51)	0	2	290
Tribal	Average	AFP	-					
L/S	Unprotected	Sling / Javelins	-					
Replace Holcanob with Tribal Bowmen and Mazuel with Tribal Levy Bowmen								
<b>Tribal Bowmen</b>			<b>Missile Irregulars</b>		Combat Shy (-76)	0	all	258
Tribal	Average	LFP	-					
L/S	Unprotected	Bow	-					
<b>Tribal Levy Bowmen</b>			<b>Missile Irregulars</b>			0	all	258
Tribal	Average	LFP	-					
L/S	Unprotected	Bow	-					

Notes

Allies

None

Historical Notes

# 120

# SPANISH IN NEW SPAIN

Dates 1494-1591  
 Generals Any Professional (0-4)  
 Home Terrain Mountains, Waterside  
 Army Trait Great Men

Training	Quality	Shooting	Charge	Characteristics	Option	Min	Max	Pts
Formation	Protection	Weapon	Melee					
<b>Fresh Spanish Cavalry</b>		<b>Western Horse</b>						
Formed	Superior	-	Charging Lancer	Aggressive		0	1	718
Loose	Armoured	-	Expert Swordsmen				4	
<b>Spanish Cavalry</b>		<b>Western Horse</b>						
Formed	Average	-	Charging Lancer	Aggressive			4	440
Loose	Protected	-	Swordsmen					
<b>Spanish Scouts</b>		<b>Later Caracole</b>			Scouts (20)			
Formed	Average	AFP	Pistol			0	3	440
Loose	Protected	Mounted Shot	-					
Up to, and including, 1549								
<b>Spanish Sword &amp; Bucklermen</b>		<b>Close Combat Foot</b>						
Drilled	Superior	-	-	Elan			3	796
CL	Armoured	-	Expert Swordsmen					
<b>Spanish Foot</b>		<b>Close Combat Foot</b>						
Formed	Superior	-	-	Elan		1	3	702
CL	Armoured	-	Expert Swordsmen				3	
<b>Spanish adventurers</b>		<b>Bande</b>						
Formed	Superior	HFP	-	Elan			3	927
CL/S	Armoured	Arquebus	Expert Swordsmen					
<b>Spanish Militia Foot</b>		<b>Close Combat Foot</b>						
Formed	Average	-	-			2	5	432
CL	Armoured	-	Swordsmen					
<b>Spanish Arquebusiers and Crossbowmen</b>		<b>Skirmishers</b>						
Formed	Superior	HFP	-	Steady		1	3	880
L/S	Armoured	Arquebus	-					
After 1550 replace all foot as								
<b>Makeshift Tercio</b>		<b>Pike &amp; Shot</b>						
Formed	Average	AFP	Pike	Steady		all	all	630
Close	Protected	Arquebus	Pike					
<b>Makeshift Militia Tercio</b>		<b>Pike &amp; Shot</b>						
Formed	Average	AFP	Pike			all	all	482
Close	Unprotected	Arquebus	Pike					

Tribal Minimums only apply if any Tribal troops are used

Tribal Warriors				Melee Irregulars		3	10	434
Tribal	Average	AFP	-	Shoot & Charge	Combat Shy (-115)			
Loose	Unprotected	Sling / Javelins	-					
Tribal Bowmen				Missile Irregulars		2	10	258
Tribal	Average	LFP	-		Combat Shy (-76)			
L/S	Unprotected	Bow	-					
Archers				Skirmishers		0	4	243
Tribal	Average	AFP	-	Combat Shy	Scouts (26)			
L/S	Unprotected	Bow	-					
Slingers				Skirmishers		0	3	213
Tribal	Average	AFP	-	Combat Shy	Scouts (26)			
L/S	Unprotected	Sling / Javelins	-					
Light Guns				Artillery		0	1	353
Formed	Average	AFP	-		Barricades (60)			
Loose	Unprotected	Light Art	-					
After 1550								
Medium Guns				Artillery		0	1	428
Formed	Average	AFP	-		Barricades (60)			
Loose	Unprotected	Medium Art	-					
Heavy Guns				Artillery		0	1	503
Formed	Average	AFP	-		Barricades (60)			
Loose	Unprotected	Heavy Art	-					
Notes								

#### Allies

None

#### Historical Notes

The Viceroyalty of New Spain was an integral territorial entity of the Spanish Empire, established by Habsburg Spain during the Spanish colonization of the Americas. It covered a huge area that included territories in North America, South America, Asia and Oceania. It originated in 1521 after the fall of Tenochtitlan, the main event of the Spanish conquest, which did not properly end until much later, as its territory continued to grow to the north. It was officially created on 8 March 1535 as a Kingdom (Spanish: reino), the first of four viceroyalties Spain created in the Americas. Its first viceroy was Antonio de Mendoza y Pacheco, and the capital of the kingdom was Mexico City, established on the ancient Tenochtitlan.