

Firenze Army											
	ECU value	Min	Max	Number	Subtotal ECU		Units lost	Points lost	Points	1000	
INFANTRY									Break test when total lost Unit Points reach:	250	
Pikes	40	2	6	2	80				Army Rout when Unit Points lost reach:	660	
Dismounted knights	40	-	-	-					Army Rout when number of Units lost reach:	19	
Men at Arms type 1	30	-	-	-							
Men at Arms type 2	20	0	12	6	120						
Levies	10	2	6	2	20						
Crossbows	40	2	6	4	160						
BOW/LONGBOW											
Longbow	40	-	-	-							
Bows	20	-	-	-							
CAVALRY											
Knights	60	2	6	4	240						
Heavy	40	5	12	5	200						
Light	30	2	9	2	60						
FREE COMPANY	MAX 3 units per company										
Men at Arms type 1	30	0	29	2	60						
Crossbows	40	0	29	1	40						
Bows	20	0	29	1	20						
Heavy	40	0	29	0	0						
ATTACHED UNITS											
Pavisiers	20	0	5	0	0						
			Total Units	29							
			Unit Points	1000							
CHARACTERS									Captured Enemies Wealth (see enemy Character Roster)		
Marshals	150	3	3	3	450	360					
Religious Personalities	10	0	0	0	0	0					
Captains	20	2	3	2	40	20					
Bow Masters	10	0	0	0	0	0					
Allied Lords	30	0	1	0	0	0					
King	400	1	1	1	400	350				Objective captured ? 250 ECUS	VICTORY POINTS
					WEALTH POT	730	Add to calculate VICTORY	-	+	+	

Siena Army											
	ECU value	Min	Max	Number	Subtotal ECU		Units lost	Points lost	Points	1000	
INFANTRY									Break test when total lost Unit Points reach:	250	
Pikes	40	3	7	3	120				Army Rout when Unit Points lost reach:	660	
Dismounted knights	40	-	-	-					Army Rout when number of Units lost reach:	20	
Men at Arms type 1	30	-	-	-							
Men at Arms type 2	20	0	13	4	80						
Levies	10	3	7	4	40						
Crossbows	40	3	7	4	160						
BOW/LONGBOW											
Longbow	40	-	-	-							
Bows	20	-	-	-							
CAVALRY											
Knights	60	3	7	4	240						
Heavy	40	6	13	4	160						
Light	30	3	10	4	120						
FREE COMPANY	MAX 3 units per company										
Men at Arms type 1	30	0	30	0	0						
Crossbows	40	0	30	0	0						
Bows	20	0	30	2	40						
Heavy	40	0	30	1	40						
ATTACHED UNITS											
Pavisiers	20	0	4	0	0						
			Total Units	30							
				Unit Points	1000						
CHARACTERS									Captured Enemies Wealth (see enemy Character Roster)		
Marshals	150	3	3	3	450	360					
Religious Personalities	10	0	1	1	10	10					
Captains	20	2	3	1	20	10					
Bow Masters	10	0	1	1	10	10					
Allied Lords	30	0	1	0	0	0					
King	400	1	1	1	400	350				Objective captured ? 250 ECUS	VICTORY POINTS
					WEALTH POT	740	Add to calculate VICTORY	-	+	+	