

NEW WORLD WARRIOR

Mesoamerican and South American Armies



ARMY LISTS FOR USE WITH
THE WARRIOR RULES SYSTEM



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Mesoamerican and South American Armies

Army lists for WARRIOR Ancient and Medieval Miniatures
Wargaming Rules

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What lies in front of you is the fourth in a series of booklets that contain army lists for use with WARRIOR, a set of rules for the tabletop recreation of ancient and medieval warfare. Where would ancient wargaming be without army lists? They form the basis for standardized tournaments as well as endless discussion on historical interpretation. The origin of these army lists goes back to 1977, with the publication by Wargames Research Group of a first set of armies. This was followed over the next five years with WRG Books 2 and 3, covering most of the armies in this booklet. Significant academic work during the last 20 years has given us a much better picture of Mesoamerican and South American armies, particularly as they existed before the arrival of the Spaniards. The “review staff” that offered suggestions, feedback and in some cases research on specific lists consisted of Todd Kaeser, Devin Low, Bill Sierichs, Frank Gilson, Ewan McNay, Tom McMillen and Darrell Smith. Historical information has been taken from the works of Ross Hassig, Ian Heath, Eric Thompson, John Pohl, Ignacio Bernal and, for the Toltecs, Nigel Davies, in addition to a number of standard and specialized historical works. Original material consulted includes Bernal Diaz’ *Conquest of New Spain* and Leon-Portilla’s extracts from Indian accounts of the Spanish Conquest; codices consulted include the Codex Zouche-Nuttal, the Mendoza Codex and, to a much lesser extent, the Borgia Codex. Nevertheless, the decisions about what to include in a list and its final appearance, as well as whether or not to include some armies, were entirely our own.

NEW WORLD WARRIOR continues the efforts begun in our first three army list books, namely to focus on a specific period and location, in this case the armies of major contenders for power in Mesoamerica and the Andean Highlands of South America before and at the time of the Spanish Conquest. By taking this approach, we hope to make it easier for players knowing little about a period to quickly identify historical opponents, while gaining some idea of the character and background of the army from the list notes. In some instances, such opponents will be in other WARRIOR army list booklets. Where there is continued debate about the specifics of an army, we have in most cases gone with what we see as the most probable or generally accepted view; in some cases, however, we have allowed options to accommodate varying interpretations of the data. Because “New World” armies and peoples differ in many respects from their contemporaries in other parts of the world, and since their armaments are virtually unique in the period covered by WARRIOR, we have listed them separately from our other army list books and offer them without charge via the internet. These armies and peoples continue to fascinate wargamers and offer tactical challenges to organize and play, as well as new insights into the variability of the human experience.

As has been said before about this period, the combination of regular unit organizations with individualized fighting styles presents a major problem. The lists in this booklet deal with this issue by providing the interested player with options and upgrades that allow him or her to make decisions that fit best with their personal interpretation of the sources. The second major problem with the period lies in the sources themselves. While the amount of secondary and scholarly material has increased dramatically since the WRG booklets were first introduced, a good deal of the material upon which they are based is essentially oral history, heavily influenced by religious and philosophical views of the world that differ markedly from those of today, and damaged irrevocably by the devastation of the native cultures that followed the Spanish Conquest. These sources retell familiar stories in different ways, borrowing names and incidents from one another and appropriating one another’s antecedents and traditions, resulting in a contradictory, duplicative and ultimately highly confusing body of material. The degree of complexity and contradiction that a careful consideration of these sources entails is well illustrated by Davies’ book on the Toltecs, in which he works through many of the variant traditions. Dates are of course subject to debate.

The list notes in this booklet have been expanded to cover these unusual circumstances, and more than the usual amount of background information has been provided to compensate for the relative scarcity of sources for the area and period. Those who wish to disregard this background material are of course free to do so; all material directly relevant to the creation of an army from these lists is concentrated in the notes immediately following the list itself.

Another consequence of the unique position and nature of the societies covered by this booklet is that the period of time covered by these lists runs somewhat later than would ordinarily be allowed, extending as it does beyond the end date of the period for which WARRIOR was primarily designed. In several instances, a list which represents the *floruit* of a particular group has had attached to it a “prequel” covering an earlier period or an “epilogue” for a later, sometimes a post-Conquest, phase. Such sub-lists have been added in this fashion primarily to show the development of military techniques and

technology over time, even when the extended periods in question are too little known to justify their own lists, or to show how things turned out after the Spaniards had taken control.

Other books in this series will include CLASSICAL, IMPERIAL and ORIENTAL WARRIOR. Each book will contain 36-42 armies organized along the lines you see here. Please don't hesitate to post questions or provide additional research on these or any other army in the period via our web site at www.fourhorsemenenterprises.com. And don't forget to purchase the first three books in the series, BIBLICAL, DARK AGE and HOLY WARRIOR, and watch for the soon-to-be-released FEUDAL WARRIOR.

LIST RULES

In order to provide some historical flavor to the period, we are including "list rules" that are not contained in the WARRIOR rule set. Such rules are designed to correct problems that crop up in a single set of rules covering 5000 years of warfare. The specifics of each list rule are outlined in the appropriate army list. These list rules, and the armies affected by them, are:

- SPECIAL INFANTRY ARMAMENT: 6, 8.**
- ADVANCED ARTILLERY MOBILITY: 1.**
- COMMAND POINT VARIABILITY: 1.**
- CIRCULATING COMBATANTS: 1, 2, 3, 6, 7.**
- WEAPON COMBINATIONS: 1, 2, 3, 6, 7.**
- TEMPORARY FORTIFICATIONS: 2, 3.**

LIST RULE – CIRCULATING COMBATANTS

Advanced military techniques in Central Mexico included the regular practice of circulating ranks and units to the front in hand-to-hand combat, possibly as a result of the need to rest men fighting with the heavy club-like weapons characteristic of the period. To reflect these practices, as an exception to WARRIOR rules sections indicated below, designated Reg LMI bodies in Lists 1-3, 6 and 7 that are NOT shaken, broken, broken-through, disembarking, contacted to the flank by an enemy body or in difficult terrain may:

1. Exchange one or more ranks during the Approach phase as a single formation change, instead of taking the entire move.
2. Replace an element in contact with opponents with an element directly to its rear during the Approach or Counter/Retirement phase (as well as when making a Recoil move, 6.51), without dicing or being prompted, but only during the second bound of a continuing H-T-H combat. Such a replacing element counts as steady in the following H-T-H combat phase, even if its body is not otherwise considered steady; thereafter, it counts as having the cohesion of the worst affected element(s) in the body. Such a replacing element also counts as in first contact (9.3), even though its body is by definition already in contact; it does not count as charging or counter-charging (9.42).
3. Interpenetrate another body of such troops (6.52) to replace it in combat (6.163 and 6.523). Troops interpenetrating others in this way to replace them in combat are not disordered by virtue of the third and fourth bullets in 6.521, but are subject to all other causes of disorder specified in that section.

LIST "X" RULE - ARMOR CATEGORY

X-Rules are non-playtested variations on various game mechanics, tournament formats, and army list variations, often submitted by players, and posted to our website for experimentation and comment. The "X" stands for experimental, and as such these are not official rules; they are not mandatory; and they may be used only with the consent of both players. Included among them at the time of publication of this booklet is an X-Rule positing a new armor category, "Quilted Cotton Armor."

Quilted cotton armor was widely used in Mesoamerican warfare, and may be purchased as an upgrade at the points cost specified below for the indicated troop types from Lists 1-3, 6 and 7, allowing MI and LMI to be treated for shooting as HI or LHI, respectively, and in addition to take a -1 shooting tactical factor for S and SS fire:

- Extra to give Quilted Cotton Armor to any Reg LMI or MI other than Reg D @ 4 pts..... any
- Extra to give Quilted Cotton Armor to any Irr A or Irr B LMI other than Chichimecs @ 3 pts..... any
- Quilted cotton armor may be used only against an opponent from the New World Warrior army list booklet.

ABBREVIATIONS

Reg=Regular	1HCW=One-Handed Cutting Weapon
Irr=Irregular	2HCW=Two-Handed Cutting Weapon
P, A, S=Personal, Army, Sacred standards	2HCT=Two-Handed Cut & Thrust Weapon
D=Dart	Sh=Shield
B=Bow	Pa=Pavise
S=Sling	HK=Heavy Knight
CB=Crossbow	LHI=Light Heavy Infantry
HG=Handgun	HI=Heavy Infantry
LTS=Long Thrusting Spear	MI=Medium Infantry
JLS=Javelin or Light Spear	LMI=Light Medium Infantry
P=Pike	LI=Light Infantry

GENERAL CONCEPTS

The point cost is shown by ELEMENT, as are minimums and maximums. All fractions are in elements. All fractional ratios are for purchased troops (e.g., if 0-1/2 of a troop can be upgraded and you purchase 12 elements, 6 of those could be upgraded). If different "named" troops are given the same fractional upgrade ratio on the same line, then such ratios apply to the total number of elements purchased, not for those of each "named" type. The "rounding concept" applies only to upgrades that are separately stated to be available to a proportion of troops.

Generals' elements may be in a mixed unit with troops of the same Training (Warrior 2.1) and Order (Warrior 2.21), and in addition Knights and Cavalry can only be mixed with troops in the same Troop Category (Warrior 2.23) and Transport can only be mixed with troops of the same Troop Type (Warrior 2.22), except where an army list specifies that such troops can mix with others in this list. Being "Mounted" does not count as being in the same "Category" for these purposes. A general's element in a mixed unit does not prevent troops otherwise entitled under a list rule from fighting 1.5 ranks, provided the general's element is of the same nationality and armed the same as those troops. A general's element can be included in a detachment only as specified by a list. Generals' elements do NOT count toward the minimum or maximum of any troop line in a list except their own. Generals' elements count toward fractional or other numerical limits as they pertain to fractional upgrades in a list only when they are part of a unit."

The placement of immobile TFs must abide by the terrain positioning rules of Warrior 14.31. For this purpose, open spaces are still considered to be in place though deployment..

Unless otherwise specified in a list, troops listed as "bodyguard" must be in a unit with a general AND can only be used if the general is the same troop type as his bodyguard troops. Troops listed as "guards" or "guardsmen", however, can be in separate bodies.

Some armies are arranged by time periods. In such lists, troops that can be used in any period are listed first, followed by troops allowed in a given period. Troops or upgrades listed in a given period cannot be used in another for which they are not listed, and in some exceptional cases troops from the main list are not allowed during a given period.

Generals are treated as having the morale grade of the troops listed on their element or model. Unless otherwise specified in a list, Ally-generals of a specified nationality can command only troops of their allied contingent, and only an Ally-general of that nationality can command such troops.

Unless otherwise specified in a list, troops on different lines cannot be organized into the same unit or body. Upgrades allowed for troops on one line do not prevent mixing of such troops where some are upgraded and others are not.

Sacred standards are costed as if they were "upgrades" to whatever standard is listed for a CinC. For example, if a CinC carries a PA standard and is then given an S standard, the CinC is considered to be carrying a PAS standard for visibility and eagerness purposes.

Unless otherwise specified in a specific list, no army can have more than 4 generals regardless of how many are listed as available overall.

A weapon combination (e.g. 2HCT, JLS) that is expressly permitted by a list is AUTOMATICALLY a “list rule” allowing combinations not otherwise permitted by WARRIOR (2.32).

ARMIES INCLUDED:

1. Aztec 1434 AD – 1521 AD
2. Tarascan/Chichimec 1370 AD – 1522 AD
3. Mixtec/Zapotec 1280 AD – 1522 AD
4. Chanca 1350 AD – 1450 AD
5. Inca 1440 AD – 1572 AD
6. Maya 850 AD – 1546 AD
7. Toltec 900 AD – 1179 AD
8. Araucanian 1460 AD – 1601 AD

1. Aztec 1434 AD – 1521 AD

CinC as LMI 1HCW, JLS or D, Sh with PA standard + 3 Reg A LMI 1HCW, JLS or D, Sh @ 151 pts	1
Ally-general as LMI 1HCW, JLS or D, Sh with P standard + 3 Reg A LMI 1HCW, JLS or D, Sh @ 106 pts.....	0-3
Jaguar or Eagle Knights Reg B LMI 1HCW, JLS or D, Sh @ 24 pts	6-18
Warrior Priests Irr A LMI 1HCW, JLS or D, Sh @ 18 pts	0-6
Extra to give Warrior Priests S standard @ 85 pts	0-1
Warriors Reg C LMI 1HCW, JLS or D, Sh @ 20 pts.....	12-48
Novice Warriors Reg D LMI 1HCW, Sh @ 12 pts.....	4-12
Extra to give Novice Warriors D @ 4 pts	any
Peasants Reg D or Irr C LMI or LI JLS or S or D, Sh @ 12 pts if Reg LMI, @ 9 pts if Irr LMI, @ 6 pts if LI.....	8-64
Extra to upgrade LI Reg D Peasants to Reg C @ @ pts.....	any
Reduction to delete Peasant shields @ -4 pts if Reg LMI, @ -3 pts if Irr LMI, @ -2 pts if LI	0-1/2
Subject Warriors Reg D or Irr C LMI 1HCW, B or D, Sh @ 16 pts if Reg LMI, @ 12 pts if Irr LMI	0-24
Subject Skirmishers Reg D or Irr C LI B or D @ 4 pts	0-6
Extra to give Subject Skirmishers Sh @ 2 pts and/or 1 HCW @ 2 pts	any
Extra to upgrade Reg D Subject Warriors or Skirmishers to Reg C @ 4 pts if LMI, @ 2 pts if LI.....	0-1/2
If CinC is Aztec	
Sub-general as LMI 1HCW, JLS or D, Sh with P standard + 3 Reg A LMI 1HCW, JLS or D, Sh @ 81 pts	0-3
Extra to upgrade Knights to Reg A @ 4 pts.....	0-1/3
Otonin Reg A LMI 1HCW, JLS or D, Sh @ 28 pts.....	2-8
Cuachicqueh Irr A LMI 1HCW, JLS or D, Sh @ 18 pts.....	2-8
Reduction to downgrade any Warrior Priests in a body with an S standard to Irr B @ -3 pts	all
Extra to upgrade Warriors to Reg B as Tequihuaqueh @ 4 pts	0-1/2
Extra to replace Peasants' JLS or S or D with B @ 0 pts	0-1/4
Extra to upgrade one unit of Irr C Subject Warriors to Irr A as Otomis @ 6 pts	0-6
Extra to replace Sub-general's element JLS or D with S as Tepanec @ 0 pts.....	*1
Tepanec Matlatzincas Irr C LMI 1HCW, S, Sh @ 12 pts	*4-18
Extra to upgrade Matlatzincas to Reg C @ 8 pts.....	any
Tepanec Matlatzincan Peasants Reg D or Irr C LMI or LI JLS or S, Sh @ 12 pts if Reg LMI, @ 9 pts if Irr LMI, @ 6 pts if LI	*4-18
Texcocan Allies.	
If CinC is Tlaxcallan	
Extra to replace Peasant JLS or S or D with B @ 0 pts.....	2/3-all
Extra to replace any other JLS or D with B @ 0 pts	1/2-all
Extra to upgrade entire units of Irr C Subject Warriors to Irr A as Otomis @ 6 pts.....	0-1/2
Spanish Ally-general as HK L, Sh with P standard + 2 Reg A HK L, Sh @ 113 pts.....	*1
Extra to upgrade Spanish Ally-general to CinC with PA standard @ 45 pts.....	0-1
Spanish Lancers Reg A HK L, Sh @ 42 pts	*1-3
Spanish Infantry Reg A LHI 1HCW, HG or CB, Sh @ 36 pts	*4-8
Spanish Wheeled Guns with Reg A crew of 4 and native porters as Bombards @ 48 pts.....	*0-2
Spanish War Dogs with Irr A armed handler @ 45 pts.....	*0-2
Cholultecan Ally-general as LMI 1HCW, JLS or D, Sh with P standard + 3 Reg C LMI 1HCW, JLS or D, Sh @ 100 pts	*1
Reduction to downgrade Cholultecan Knights to Reg C @ -4 pts	all
Reduction to downgrade Cholultecan Warriors to Reg D @ -4 pts	all
Huexotzincan Allies.	
If CinC is Texcocan	
Extra to replace Peasant JLS or S or D with B @ 0 pts.....	2/3-all
Extra to replace any other JLS or D with B @ 0 pts	1/2-all
Extra to upgrade entire units of Irr C Subject Warriors to Irr A as Otomis @ 6 pts.....	0-1/2
Subject Sub-general as LMI 1HCW, D, Sh with P standard + 3 Reg A LMI 1HCW, D, Sh @ 81 pts.....	0-1
Chichimec Ally-general as LMI 1HCW or 2HCW, B, Sh with P standard + 2 Irr B LMI 1HCW, B, Sh @ 90 pts	*1
Chichimec Warriors Irr B LMI 1HCW, B, Sh @ 15 pts.....	*4-8
Chichimec Bowmen Irr C LMI B @ 6 pts	*6-18
Extra to upgrade Chichimec Bowmen to Irr B @ 3 pts	0-1/2
Extra to give Irr B Chichimec Bowmen 1HCW or JLS @ 3 pts.....	0-1/2
Extra to give Chichimec Bowmen Sh @ 3 pts	0-1/2
Chichimec Scouts Irr C LI B @ 4 pts	*0-12
Extra to replace any Chichimec 1HCW with 2HCW @ 0 pts.....	0-1/4 or all
Aztec and/or Huexotzincan Allies.	

If CinC is Huexotzincan

Extra to upgrade Knights to Reg A @ 4 pts.....	0-1/3
Extra to upgrade Warriors to Reg B as Veterans @ 4 pts.....	0-1/2
Extra to upgrade entire units of Irr C Subject Warriors to Irr A as Otomis @ 6 pts.....	0-1/2
Subject Sub-general as LMI 1HCW, D, Sh with P standard + 3 Reg A LMI 1HCW, D, Sh @ 81 pts.....	0-1
Mixtec Ally-general as LMI 1HCW or LTS, B or D, Sh with P standard + 2 Irr B LMI 1HCW or LTS, B or D, Sh @ 90 pts.....	*1
Mixtec Warriors Irr C LMI 1HCW or LTS, B or D, Sh @ 12 pts.....	*6-18
Mixtec Skirmishers Irr C LI B or D @ 4 pts.....	0-6
Extra to give Mixtec Skirmishers Sh @ 2 pts.....	any
Extra to give Mixtec Skirmishers 1 HCW or JLS @ 2 pts.....	any
Extra to upgrade Irr C Mixtec Warriors to Irr B @ 3 pts.....	1/2-all
Extra to upgrade entire units of Irr B Mixtec Warriors to Irr A @ 3 pts.....	0-4
Extra to upgrade Irr Mixtec Warriors to Reg @ 10 pts if Irr A, @ 9 pts if Irr B, @ 8 pts if Irr C.....	0-1/2
Extra to upgrade Mixtec Skirmishers to Reg C @ 2 pts.....	0-1/2
Extra to replace Mixtec Warriors' 1HCW or LTS option with just LTS @ 0 pts.....	1/2-all
Extra to replace any Mixtec D with JLS @ 0 pts.....	0-1/4 or all
Tlaxcallan Allies (but no Spanish).	
Extra to replace general's element 1HCW with LTS @ 0 pts, or 2HCT @ 3 pts.....	any
Extra to replace other non-Spanish 1HCW with LTS @ 0 pts.....	any
Extra to replace other non-Spanish 1HCW with 2HCT @ 4 pts if Reg, @ 3 pts if Irr.....	0-1/4
Extra to replace other non-Spanish 1HCW with 2HCW @ 0 pts.....	0-1/4 or all

Climate: Dry.

Historical Opponents: 1, 2, 3, 7 (Successor States Epilogue); Feudal Warrior: 34.

Boats: Yes.

List Rules: 1) Warrior Priests with an S standard may be a single element body or a multi-element unit. No command points are needed for Warrior Priests with an S standard in a body with two or fewer elements. 2) Spanish Wheeled Guns are not subject to the restriction in the third sentence of the second paragraph of Warrior Rules Section 8.84, which states that bombardiers that moved last bound or just forced marched cannot shoot. 3) Appropriate troops may use the Circulating Combatants rule. 4) 2HCT, JLS combination is allowed as an exception to Warrior Rules Section 2.32 and the JLS bonus applies only at first contact (9.22, 9.3) if used with either 2HCT or 1HCW.

Notes: An army must be designated as Aztec, Tlaxcallan, Texcocan or Huexotzincan, and then must contain at least one command including only troops appropriate to that group (where "appropriate" means troops allowed by the main list, as modified by the relevant sublist, plus any additional troops listed only in that sublist). An army may include one or more allied contingents of the type specified in its sublist. Any such allied contingent must be commanded by an Ally-general and may include only troops that are "appropriate" for that group. Troops designated as Subject may be commanded by any general, but a Subject Sub-general may only command such troops. All troops of the same type (e.g., "Knights" or "Subject Warriors") count toward the minimums and maximums specified in this list, regardless of the contingent in which they are included.

Aztec armies may have one Texcocan Ally-general, who can command only troops "appropriate" for Texcocans. Minimums marked * in the Aztec sublist apply only if a Tepanec Sub-general is used, who can command only Tepanecs and Subject Warriors. An Aztec army that includes both a Texcocan and a Tepanec command represents the full muster of the Triple Alliance of Tenochtitlan, Texcoco and Tlacopan.

Only Tlaxcallan armies may have Spanish allies. Tlaxcallan armies may also have one Huexotzincan Ally-general, who can command only troops "appropriate" for Huexotzincans. Tlaxcallans may also have one Cholultecan Ally-general, whose troops come solely from the main list, downgraded as specified in the Tlaxcallan sublist to reflect the complicated and sometimes hostile relationship between Cholollan and Tlaxcala. Minimums marked * apply only if any Spaniards are present. If the Spanish Ally-general is upgraded to CinC, to represent Cortez leading a Tlaxcallan army, then no other CinC is allowed. Even if the CinC, the Spanish general cannot command any troops other than Spanish. Minimums for non-Spanish troops in an army commanded by a Spanish CinC are halved.

Texcocan armies may have Aztec and/or Huexotzincan Ally-generals, who can command only troops that are "appropriate" for them.

Warriors may fight in mixed units with a single element of Eagle/Jaguar Knights. Aztec Novice Warriors may fight in mixed units with a single element of Otontin. Any such mixed units must have at least three elements of Warriors or Novices. Generals' elements cannot upgrade to 2HCW unless the "all" option is taken. Different weapon types may be combined in the same unit in any proportions. Aztec Novice Warriors may be in detachments of Otontin/Cuachicqueh.

Background: Nahuatl-speaking nomadic tribes, traditionally under the leadership of the Chichimec hero Xolotl, migrated from the northern deserts into the then-verdant Valley of Mexico or *Anahuac* (present-day Mexico City) and adjacent areas to the east and south around 1200 AD. Taking advantage of (and contributing to) the disintegration of the Toltec empire, most of these groups rapidly adopted the more advanced culture of the peoples of these areas, emerging as (or reinvigorating) the states of (among others) Texcoco, Huexotzinco, Chalco, Cholollan (Cholula) and the Tlaxcallan Confederacy. (The “x” that so frequently appears in Nahuatl words and names is sounded like “sh” or “tz.”) Their leaders were assimilated into the local ruling classes, but remembered their origins and continued to refer to themselves as “Chichimecs” (calling those who remained in a barbarous nomadic state “Teo” or “true” Chichimecs). Any of these groups could, in a sense, be referred to as “Aztec” (referring to a legendary origin in an idealized place called Aztlan), as their provenance and mode of life were similar, but we use that term to refer specifically to the Mexica or Tenocha, who were in fact among the last of these migrating tribes to arrive in the Valley. Initially scorned by earlier arrivals for their savagery and uncouth manners, these Aztecs were driven to the swampy islands of Lake Texcoco, where they subsisted by hiring themselves out as mercenaries. Skillfully exploiting the ongoing factional fighting of the settled Chichimec and Toltec successor states, the Aztecs had firmly established themselves as a major force in the Valley by 1325, founding their capital Tenochtitlan (“place of the Tenochas”) on one of the islands in the Lake in that year. By the time the Spaniards arrived, Tenochtitlan was the largest and perhaps the most beautiful city in Mexico, rivaling the great cities of Europe in size and civic organization. During the next century, the Aztecs fought in support of various city-states in the Valley, slowly gaining in power and resources. Their principal deities were the tribal god Huitzilopochtli (“Humming Bird on the Left”) and the warrior god Tezcatlipoca (“Smoking Mirror”), as well as the goggle-eyed, fang-toothed water god Tlaloc and the ghastly vegetation god Xipe Totec; like their neighbors, the Aztecs engaged in extensive human sacrifice to propitiate these and many other gods. Their leader or king was known as the *Tlatoani* (“Speaker”), whose principal advisor (and sometime war leader) was called for unknown reasons the *Cihuacoatl* (“Snake Woman”). When Azcapotzalco threatened to unify the Valley by force, the Aztecs responded to a call for help from the dispossessed poet-king Netzahualcoyotl of Texcoco, joining with other city-states to destroy Azcapotzalco and forming the Triple Alliance with Texcoco (1428 AD) and the Tepanec city of Tlacopan (1434 AD). This list represents the height of Aztec power between that date and the fall of Tenochtitlan to the Spaniards. The settled Chichimec states soon had cause to regret their support for the Aztec upstarts. Under a strong central Aztec monarchy, the Triple Alliance subjugated Chalco and Huexotzinco after bitter fighting, encircled Tlaxcala, and forced tributary status on the other city-states around the Valley. Eventually, the Triple Alliance conquered most of central Mexico from the Gulf to the Pacific, with garrisons located as far away as Mazatlan in the north and Guatemala in the south, under the warrior kings Itzcoatl (1427-1440 AD), Moctezuma or Motecuhzoma I (1440-1468 AD), Axayacatl (1468-1481 AD) and Ahuizotl (1486-1502 AD). Only the central zone of this empire was administered from the capital, with the rest retaining a large degree of local autonomy but paying a heavy tribute to Tenochtitlan. Blocked on the west by the strong Tarascan Kingdom, the Triple Alliance established a fortified line on that frontier and there maintained an uneasy peace until the Spanish Conquest. Under Moctezuma II (1502-1520 AD), the Triple Alliance was on the verge of crushing the Tlaxcaltecs to the east and completing the territorial consolidation of their empire, when Cortez and the Spaniards arrived in 1519 AD. The Tlaxcaltecs joined with the Spaniards, after an initially hostile reception, while the Tarascans ignored Aztec calls for help. Moctezuma II at first gave the Spaniards a guarded welcome, despite Spanish outrages at Cholollan and elsewhere, and Cortez entered Tenochtitlan peacefully. In time, resistance hardened. Moctezuma was killed by his own people as a collaborator, and the Spaniards were driven from the city in a bloody retreat remembered as *La Noche Triste*. Cortez returned the next year with significant Spanish reinforcements and a much larger native contingent, much of the empire then being in open revolt. After 2 major battles and a three-month siege of Tenochtitlan, in the course of which the city was virtually destroyed and the population annihilated by smallpox, deprivation and slaughter, Cortez and his Indian allies defeated the Aztecs under Cuauhtemoc in 1521 AD, thereby erasing their power forever.

The Aztecs and their neighbors fought wars in essentially the same way, and were armed and organized along the same lines, except for a heavier reliance on bows by the Acolhuas of Texcoco, the Tlaxcaltecs and possibly others of the settled Chichimec group, and perhaps a higher emphasis on training among the Aztecs. The Tlaxcallan Confederacy was a group of 28 cities and towns with 4 regional capitals, forced to combine to resist outside encroachment and to assert themselves against their neighbors. Huexotzinco and Cholollan (actually better known as a religious than a political center) vied for leadership in the Puebla Valley, until the Aztecs subjugated the former and Tlaxcala superseded the latter. Cuauhnahuac (Cuernavaca) was the principal site in the Morelos Valley to the south, having supplanted the older trading center of Xochicalco, and Toluca (Toluca) was the leading city in the Matlatzincan-dominated Toluca Valley to the west. The Aztecs kept themselves well informed of local conditions in these and many other areas through reports by long-distance merchants and traders (*pochteca*), who played an important part in Aztec military affairs by providing access to obsidian and the luxury goods necessary to equip the knights and elite warriors. While the Aztecs did not maintain standing armies, since they were almost always at war the military had regular characteristics such as uniforms, military training schools, unit standards and organization, and the ability to conduct coordinated land and water operations and maneuver by ranks. Elite military orders included the Eagle and Jaguar Knights, members of religious warrior-societies who fought for spiritual as well as temporal reasons, plus (at least in the case of the Aztecs) the *Otontin* (“Brave Ones”) and the *Cuachicqueh* (“Shorn Ones”), the last of which were recognizable by a distinctive “mohawk” hairstyle. Membership was based on military prowess, primarily (at least in the case of Otontin and Cuachicqueh) in the ability to take prisoners for sacrifice to the gods; other criteria, including noble birth, may have played a part in the case of the Eagle and Jaguar orders. The Eagles (*Cuacuauhtin*) and Jaguars (*Ocelomeh*) were mostly indistinguishable except for their warsuits (*tlahuiztli*), such that they were sometimes referred to as “Eagle-Jaguars” (*Cuauhtlocelotl*), with Eagles probably having a somewhat higher status since there seem to have been far fewer of them and since most of the surviving depictions of eagle warsuits show them being worn by rulers or chieftains; they usually fought in their own units, but could also sometimes be found leading companies of common warriors. Otontin were distinguished by having taken 5-6 captives, and sometimes fought in units with Novice Warriors. Cuachicqueh had the most captives, and were used as shock troops, often being the first into battle and the last to leave, fighting

not in units but in pairs. Warrior Priests accompanied armies on the march, and while their actual battlefield role remains debated the codices display the same type of "hierarchy" (based on the number of captives taken) as the elite warriors, which suggests they did participate in combat. The captive hierarchy was sophisticated enough to distinguish among various sources, with greater merit attending the capture of a famous enemy warrior, and with additional captives from the formidable Huexotzinco being regarded as particularly noteworthy while those from the Huastec lands didn't count. (The latter may reflect the large number of Huastec captives taken in the many Aztec attacks on them, rather than any reflection on their martial prowess, as other sources speak highly of their discipline and courage, and as the warsuit adopted by the Aztecs for those who had taken 2 captives in battle was of Huastec design.) Common trained men were organized into units based on clans or neighborhood groups known as *calpulli* (or *callopi*). *Tequihuahqueh* were veteran warriors with previous "demonstrated skill" who remained part of the *calpulli* organization. The same organization applied to the Novice Warriors, who usually fought with Otontin or Cuachicqueh leadership. Those that we here designate as Peasants or *Yaoquizqueh* were predominately farmers, usually armed with slings and sometimes darts, but bows were also used (particularly by the Tlaxcaltecs). Subject Warriors represent any of the subjects of the Triple Alliance, typically not very enthusiastic supporters, with *Irr* types representing the semi-civilized groups to the North, including the Otomi, and the *Reg* types representing the many cities under Aztec control, including the Huastecs and the Totonacs of Gulf cities such as Cempoala. The Matlatzincas occupied the Toluca Valley. Lying as they did between the Aztecs and the Tarascans, they could be found fighting for either. They were famous for their use of the sling, but are depicted with the usual macuahuitl and shield. An Aztec battle typically opened with a barrage of missile fire from the *Yaoquizqueh*. (The Spaniards particularly feared Aztec slingshot barrages and Tlaxcallan bowfire.) The shock troops then moved in, usually led by the Cuachicqueh, then the Otontin and Knights, and finally the *Tequihuahqueh*, *Calpulli* Warriors and Novices. It has been said that the majority of an Aztec army would ordinarily have consisted of untrained missilemen. While this may be so, this list adopts the view that most of these shooters would have been of minimal military value, and can be thought of as essentially camp followers that need not be represented. For those who disagree with this interpretation, a large number of *Yaoquizqueh* are allowed. Ranks and units were cycled to the front lines in order to keep fresh troops always engaged, a striking example of superior training and battlefield coordination.

Virtually every warrior above peasant status was trained in the use of the *macuahuitl* (or *maquahuitl*), an obsidian-edged wooden slashing weapon virtually always depicted being held in one hand with a shield in the other but which could also be found in a two-handed version. The one-handed version was clearly heavier than the Toltec slashing sword, but probably not heavy enough to qualify as 2HCW. We classify the one-handed version as 1HCW, and allow a limited number of upgrades to 2HCW to allow for the presence of the two-handed version and the occasional use of the *cuauhollli*, a heavy two-handed club or mace-like weapon. The "all" upgrade option is for those who prefer the older interpretation of the one-handed macuahuitl. Another common weapon was the *tepoztopilli*, a polearm 7 or 8 feet in length with a stone point and a lateral obsidian cutting surface up to 18 inches long. Versions of this weapon with the longer cutting surfaces were clearly thrusting and slashing weapons best represented by 2HCT, but other versions are shown in the codices being used strictly as a thrusting weapon and so an LTS option is allowed. Warriors also regularly used several types of dart, thrown with the help of a dart-thrower known as an *atlatl*. One such dart, the *tlacochtli*, could be used in hand-to-hand combat as well as thrown, hence the option for JLS. They were strong enough to pierce Spanish armor. However, it is clear that by this period warriors did not carry *tlacochtli* darts as a primary weapon, and they are available in this list as JLS only as an "either or" option with D.

The Spanish allies represent Cortez and his men, who landed in Veracruz in 1519 AD. They were supremely confident, hence the *Reg A* designation for the force. Spanish Infantry combine the small numbers of available crossbowmen, arquebusiers and swordsmen into mixed units. After defeating a Tlaxcallan army under Xicotenga the Younger, a fierce and capable commander, the Spaniards enlisted them as allies against the Aztecs. The 1HCW reflects the Spanish expertise with the long doubled-edged sword and buckler used so successfully in Europe. Spanish artillery were actually light wheeled guns, treated here as a mobile type of bombard; they were actually a more advanced type of weapon from the early Renaissance, and though they would have had the same combat effectiveness as a medieval bombard, they were not as cumbersome and their crews were more accustomed to moving them in battle. While there may have been limited instances in which the Spaniards assisted their Indian allies in a supporting role, which is why this list allows for an allied contingent, for practical purposes Cortez was always in command of any combined force and the Spanish Ally-general should ordinarily be upgraded to CinC.

2. Tarascan/Chichimec 1370 AD – 1522 AD

Tarascan CinC as LMI 1HCW, B or D, Sh with PA standard + 3 Reg A LMI 1HCW, B or D, Sh @ 151 pts,
or Chichimec CinC as LMI 1HCW, B, Sh with PA standard + 2 Irr B LMI 1HCW, B, Sh @ 125 pts..... 1
Tarascan Sub-general as LMI 1HCW, B or D, Sh with P standard + 3 Reg A LMI 1HCW, B or D, Sh @ 81 pts,
or Chichimec Ally-general as LMI 1HCW, B, Sh with P standard + 2 Irr B LMI 1HCW, B, Sh @ 90 pts0-3
If CinC is Tarascan

- Extra to upgrade Tarascan Sub-general to Ally-general @ 25 pts any
- Tarascan Knights Reg B LMI 1HCW, B or D, Sh @ 24 pts *4-12
- Extra to upgrade Tarascan Knights to Reg A @ 4 pts.....0-1/3
- Tarascan Warrior Priests Irr B LMI 1HCW, B or D, Sh @ 15 pts..... *2-6
- Extra to upgrade Tarascan Warrior Priests to Irr A @ 3 pts any
- Tarascan Bowmen Reg C LMI B @ 12 pts..... *8-36
- Extra to give Tarascan Bowmen Sh @ 4 pts any
- Extra to give Tarascan Bowmen 1HCW or JLS @ 4 pts0-1/2
- Extra to upgrade Tarascan Bowmen to Reg B as Veteran Warriors @ 4 pts.....0-1/2
- Tarascan Scouts Reg C LI up to 1/3 S, rest B @ 6 pts *6-24
- Extra to give Tarascan Scouts Sh @ 2 pts any
- Extra to give Tarascan Scouts 1HCW or JLS @ 2 pts0-1/2
- Tarascan Peasants Irr D LMI or LI up to 1/3 S, rest B @ 3 pts if LMI, @ 2 pts if LI *8-36
- Extra to upgrade Tarascan Peasants to Irr C @ 3 pts if LMI, @ 2 pts if LI..... any
- Extra to upgrade Irr C LMI Tarascan Peasants to Reg C @ 6 pts..... all/0
- Extra to give Tarascan Peasants Sh @ 4 pts if Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI..... any
- Subject Warriors Irr C LMI 1HCW, B or D, Sh @ 15 pts.....0-8
- Extra to upgrade entire units of Irr C Subject Warriors to Irr A as Otomis @ 6 pts..... any
- Matlatzinca Ally-general as LMI 1HCW, S, Sh with P standard + 2 Irr B LMI 1HCW, S, Sh @ 90 pts or as LMI 1HCW, S, Sh
with P standard + 3 Reg A LMI 1HCW, S, Sh @ 106 pts ***1
- Matlatzincas Irr C LMI 1HCW, S, Sh @ 12 pts **6-18
- Extra to upgrade Matlatzincas to Reg C @ 8 pts..... any
- 6 elements width of stone walls @ 20 pts.....0-4

If CinC is Chichimec

- Chichimec Warriors Irr B LMI 1HCW, B, Sh @ 15 pts..... **8-18
- Chichimec Bowmen Irr C LMI B @ 6 pts **24-96
- Extra to upgrade Chichimec Bowmen to Irr B @ 3 pts0-1/2
- Extra to give Irr B Chichimec Bowmen 1HCW or JLS @ 3 pts.....0-1/2
- Extra to give Chichimec Bowmen Sh @ 3 pts0-1/2
- Chichimec Scouts Irr C LI B @ 4 pts **0-36

Extra to replace Tarascan general's element 1HCW with LTS @ 0 pts, or 2HCT @ 3 pts any
Extra to replace general's element 1HCW with 2HCW @ 0 pts any
Extra to replace any other Tarascan 1HCW with LTS @ 0 pts any
Extra to replace any other Tarascan 1HCW with 2HCT @ 4 pts if Reg, @ 3 pts if Irr.....0-1/4
Extra to replace any other 1HCW with 2HCW @ 0 pts.....0-1/4 or all

Climate: Dry.

Historical Opponents: 1, 2 (Tarascans vs. Chichimecs), 3 (Tarascans only), 7 (Chichimecs only); Feudal Warrior: 34 (Chichimecs only).

Boats: Yes (Tarascans only).

List Rules: 1) Appropriate troops may use the Circulating Combatants rule. 2) Up to two 6-element segments of stone wall may be deployed in friendly forward zones.

Notes: An army from this list must be designated either Tarascan or Chichimec, and its CinC must conform to that designation. Each may have one or more Ally-generals and contingents from the other, but the number of allied elements may not exceed the number of national elements in the army. A Chichimec army may not include a Tarascan Sub-general, and must have a Tarascan Ally-general if any Tarascans are used. Minimums marked * apply only if any Tarascans are used. Troops designated as Subject may be commanded by any general, but a Subject Sub-general may only command such troops. Minimums marked ** apply only if more than 12 elements of Chichimecs are used. Minimums marked *** apply only if any Matlatzincas are used. Different weapon types may be combined in the same unit in any proportions. Tarascan generals' elements cannot upgrade to 2HCW unless the "all" option is taken. Warriors may fight in mixed units with a single element of Knights. Any such mixed units must have at least three elements of Warriors. Tarascan Bowmen/Scouts may be detachments of Tarascan Knights.

Background: The Tarascan kingdom, centered on the capital at Tzintzuntzan on Lake Patzcuaro, lay to the west of the Aztecs and was their most powerful enemy at the time of the Spanish Conquest. From the time when they first coalesced into a state around 1370 AD, the

Tarascons succeeded in creating a multi-ethnic empire that inflicted one bloody defeat on the Aztecs in 1479 AD, and fought it to a bloody draw in 1514 AD. The Tarascons built a series of fortifications along the frontier that were designed to delay and give early warning of Aztec incursions. However, these fortified areas were eventually bypassed and surrounded, as the Aztecs expanded during the early part of the 16th Century AD. The term Chichimec is used almost generically to refer to the nomadic and semi-nomadic peoples who occupied the vast desert areas to the north. They were viewed by their settled neighbors as living in a state of barbarism, and were considered to be fierce and hardy fighters. They sometimes fought pitched battles in alliance with the Tarascons, and both were characterized by unusually heavy reliance on the bow, and hence they have been combined here into one list. The Tarascons did not come to the aid of the Aztecs when Cortez attacked, and shortly thereafter a smallpox epidemic swept through the region, killing the king and crippling the state. His successor submitted to the Spaniards. The Chichimecs fought on for many years, ultimately adopting Spanish arms (when they could get them) and fighting vicious guerilla wars until late into the 17th Century AD. They were never completely subdued, but the Spaniards ultimately achieved control over the areas they cared about and the free natives in inaccessible places were left to their own devices.

Elite warriors used impact weapons and darts like those used by the Aztecs, in addition to their bows, and Tarascan bowmen could be armed with *macuahuitl*, *tepoztopilli* and probably the *cuauhololli*. Reference is made to List 1 for a description of these weapons. The Tarascons are also credited with having used copper weapons to some extent, and 1HCW and 2HCW may also be taken to represent them as well, although the earlier view that it was only by virtue of such copper weapons that the Tarascons were able to resist the Aztecs seems now to be largely discarded. The Chichimecs were semi-nomadic and fought mainly guerilla actions when alone. They were less likely to be well supplied with impact weapons, and never adopted regular fighting formations or tactics. Of all Mesoamerican peoples, the Chichimecs were most closely associated with the bow, which may be regarded as their national (if one may use that term for such a disparate group of peoples) weapon.

3. Mixtec/Zapotec 1280 AD – 1522 AD

CinC as LMI 1HCW or LTS, B or D, Sh with PA standard + 2 Irr B LMI 1HCW or LTS, B or D, Sh @ 125 pts, or as LMI 1HCW or LTS, B or D, Sh with PA standard + 3 Reg A LMI 1HCW or LTS, B or D, Sh @ 151 pts	1
Sub-general as LMI 1HCW or LTS, B or D, Sh with P standard + 2 Irr B LMI 1HCW or LTS, B or D, Sh @ 65 pts, or as LMI 1HCW or LTS, B or D, Sh with P standard + 3 Reg A LMI 1HCW or LTS, B or D, Sh @ 81 pts	0-3
Subject Sub-general as LMI 1HCW, D, Sh with P standard + 3 Reg A LMI 1HCW, D, Sh @ 90 pts	0-1
Extra to upgrade Sub-general to Ally-general @ 25 pts	any
Warrior Priests Irr B LMI 1HCW or LTS, B or D, Sh @ 15 pts	4-8
Extra to upgrade Irr B Warrior Priests to Irr A @ 3 pts.....	any
Extra to upgrade Irr B Warrior Priests to Reg B @ 9 pts	any
Extra to give Warrior Priests S standard @ 120 pts if Reg, @ 85 pts if Irr	0-1
Warriors Irr C LMI 1HCW or LTS, B or D, Sh @ 12 pts	24-72
Scouts Irr C LI B or D @ 4 pts	0-18
Extra to give Scouts Sh @ 2 pts	any
Extra to give Scouts 1HCW @ 2 pts	any
Peasants Irr D LMI or LI B or S @ 3 pts if LMI, @ 2 pts if LI	8-48
Extra to upgrade Peasants to Irr C @ 3 pts if LMI, @ 2 pts if LI	any
Extra to give Peasants Sh @ 3 pts if LMI, @ 2 pts if LI	any
Subject Warriors Reg D or Irr C LMI D or B, Sh @ 12 pts if Reg LMI, @ 9 pts if Irr LMI.....	4-32
Extra to upgrade Reg D Subject Warriors to Reg C @ 4 pts.....	0-1/2
Extra to give Subject Warriors 1HCW or LTS @ 4 pts if Reg LMI, @ 3 pts if Irr LMI.....	any
Subject Skirmishers Irr D LI S or D or B, Sh @ 4 pts.....	0-12
If CinC is Mixtec	
Extra to upgrade Irr C Warriors to Irr B @ 3 pts	1/2-all
Extra to upgrade entire units of Irr B Warriors to Irr A @ 3 pts	0-6
Extra to upgrade Irr Warriors to Reg @ 10 pts if Irr A, @ 9 pts if Irr B, @ 8 pts if Irr C	0-1/2
Extra to upgrade Scouts to Reg C @ 2 pts.....	0-1/2
Extra to replace Warriors' 1HCW or LTS option with just LTS @ 0 pts	1/2-all
Extra to replace any Mixtec D with JLS @ 0 pts.....	0-1/4 or all
Huexotzincan Ally-general as LMI 1HCW, JLS or D, Sh with P standard + 3 Reg A LMI 1HCW, JLS or D, Sh @ 106 pts.....	*1
Huexotzincan Jaguar or Eagle Knights Reg B LMI 1HCW, JLS or D, Sh @ 24 pts	*4-8
Extra to upgrade Huexotzincan Knights to Reg A @ 4 pts.....	0-1/3
Huexotzincan Warriors Reg C LMI 1HCW, JLS or D, Sh @ 20 pts.....	*6-18
Extra to upgrade Huexotzincan Warriors to Reg B as Veterans @ 4 pts	0-1/2
Huexotzincan Novice Warriors Reg D LMI 1HCW, D, Sh @ 16 pts	*0-8
Huexotzincan Skirmishers Reg D or Irr C LI JLS or S or D, Sh @ 6 pts	*0-12
Extra to upgrade Reg D Huexotzincan Skirmishers to Reg C @ 2 pts.....	any
If CinC is Zapotec	
Extra to upgrade Irr C Warriors to Irr B @ 3 pts	0-1/2
Extra to upgrade entire units of Irr B Warriors to Irr A @ 3 pts	0-4
Extra to upgrade Irr Warriors to Reg @ 10 pts if Irr A, @ 9 pts if Irr B, @ 8 pts if Irr C	1/2-all
Extra to upgrade Scouts to Reg C @ 2 pts.....	any
Extra to replace Warriors' 1HCW or LTS option with just 1HCW @ 0 pts	1/2-all
Mixe Irr C LMI LTS, Sh @ 9 pts.....	**6-18
Chontal Irr C MI LTS, Sh @ 12 pts	**6-18
Extra to upgrade Mixe or Chontal to Irr B @ 4 pts if MI, @ 3 pts if LMI.....	0-1/2
6 elements width of stone walls @ 20 pts.....	0-4
Extra to replace general's element 1HCW with LTS @ 0 pts, with 2HCT @ 3 pts if Reg, @ 2 pts if Irr	any
Extra to replace general's element 1HCW with 2HCW @ 0 pts	any
Extra to replace any other 1HCW with 2HCT @ 4 pts if Reg, @ 3 pts if Irr.....	0-1/4
Extra to replace any other 1HCW with 2HCW @ 0 pts.....	0-1/4 or all

Climate: Dry.

Historical Opponents: 1, 2, 3, 7 (Successor States Epilogue); Feudal Warrior: 34 (Mixtecs only).

Boats: No.

List Rules: 1) 2HCT, JLS combination is allowed as an exception to Warrior Rules Section 2.32 and the JLS bonus applies only at first contact (9.22, 9.3) if used with either 2HCT or 1HCW. 2) Appropriate Huexotzincan troops may use the Cirulating Combatants rule. 3) Up to two 6-element segments of stone walls may be deployed in friendly forward zones.

Notes: An army from this list must be designated as either Zapotec or Mixtec, and then must contain at least one command including only troops appropriate to that group (where “appropriate” means troops allowed by the main list, as modified by the relevant sublist, plus any additional troops listed only in that sublist).

One or more commands of a Mixtec or Zapotec army may be designated as an allied contingent made up of the other. Any such allied contingent must be commanded by an Ally-general and may include only troops that are “appropriate” for that group. Troops designated as Subject may be commanded by any general, but a Subject Sub-general may only command such troops. Weapon, morale and training upgrades specified in a sublist for Warriors do not apply to Warrior Priests or Subject Warriors. Any Zapotec or Mixtec command, allied or not, may include Warrior Priests, Peasants and/or Subject Warriors. Mixe or Chontal may be included in any Zapotec command. Any Huexotzincans in a Mixtec army must be in a separate command, which may not include any Warrior Priests or Subject Warriors. Huexotzincan or Novice Warriors may fight in mixed units with a single element of Huexotzincan Knights; any such mixed units must have at least three elements of Warriors. Minimums marked * apply only if any Huexotzincans are used. Minimums marked ** apply only if any troops of that nationality are used. All troops of the same type (e.g., “Warriors” or “Subject Warriors”) from the main list count toward the minimums and maximums specified in this list, regardless of the national designation or the contingent in which they are included.

Background: The two principal peoples of the large and mountainous province of Oaxaca were the Mixtecs and the Zapotecs. Of the two, the Mixtecs entered Oaxaca from the north about 900 AD, and were full participants in the Central Mexican Great Tradition from which they sprang; their art and iconography were similar in many respects, particularly with those from the area around Cholollan and the Puebla Valley, although their armaments and political structures differed in some respects. The Zapotecs, on the other hand, had their own tradition, at this time stretching back over 1400 years, and viewed themselves as autochthonous and the rightful lords of the Valleys of Oaxaca. The great ceremonial center at Monte Alban was built by the Zapotecs, and for long represented the focus of their political as well as religious system. Speaking very broadly, the Mixtecs, as perhaps befits invaders, tended to be more fierce and aggressive, while the Zapotecs tended to be more urbane and sophisticated in their dealings with one another and the outside world. The principal god of the Zapotecs was not a tribal or war god, but Cocijo, a fertility god of lightening and rain.

At all times, both the Zapotecs and the Mixtecs lived in a large number of autonomous city states, each under its own lord and essentially self-contained, which tended to combine against one another amid a never-ending kaleidoscope of dynastic, lineage and territorial alliances and struggles. While there was an element of national or ethnic animosity between Mixtec and Zapotec, cities of both freely joined with and against one another when their interests dictated. The Zapotecs usually had a central authority regarded as their king, although not always obeyed as such (first at Monte Alban, then with divided political authority at Zaachila and religious authority at Mitla, and finally at Tehuantepec in the south), while the Mixtecs were usually divided into a number of independent seniorities, usually consolidated into a northern kingdom in the mountains centered on Tilantongo (“Black Town”) and a southern kingdom in the lowlands towards the Pacific coast centered on Tututepec. Cutting across national and dynastic loyalties was a common religious structure, manifest in three powerful oracles at Achiutla, west of Tilantongo, Chalcatongo in the south, and the Zapotec “great seer” at Mitla. The oracles played a role in mediating disputes and maintaining a sense of national identity. Among the Mixtecs, the oracle at Achiutla appears to have had some special role in matters of war and peace; the Zapotec oracle at Mitla was supposed to have a direct line to the Lord of the Underworld.

Political conflict among the Mixtecs was dominated by noble houses or “lineages,” which vied with one another for precedence, wealth and power. Wars among them were frequent, but typically on a small scale. During the eleventh century, the established order was upset when the lord of Tilantongo died without an heir, and an ambitious and capable usurper, named Eight Deer Nacuaa (1011-1063 AD), seized control of the city and launched a war of conquest unparalleled among his people. The Codex Zouche-Nuttall tells his story, and records the names of scores of Mixtec towns taken by him and many incidents in his career. The “empire” he created, however, did not survive his death, as the network of fear and obligation that he controlled was essentially personal and passed with him. The codices depicting events of this period make it clear that the principal weapon of the nobility at that time was the dart and atlatl combination, but one- and two-handed cutting weapons, long thrusting spears and the bow are also shown.

This list begins in 1280 AD, at about which time Mixtec Tilantongo and Zapotec Zaachila formed a long-term alliance that was to affect political alignment and military campaigns for the next 200 years. During that period, the Mixtecs continued to push south. Under pressure, the Zapotecs abandoned their ceremonial center at Monte Alban and moved their capital to Zaachila about 1390 AD. The Mixtecs occupied the old center by about 1420 AD, founding the town of Cuilapan near by, and enjoyed a brief but brilliant renaissance marked by particularly fine Mixtec goldwork. Cuilapan became a center for Mixtec influence in the Valley of Oaxaca and, generally aligned with Yanhuitlan, a threat to the Zapotecs at Zaachila. Both groups allied to resist Aztec expansion during the mid-to-late 1400s, and did so quite successfully through political maneuvering and battles.

Coixtlahuaca in the Mixteca Alta was one of the largest and most important international trading centers in Mesoamerica. In 1458 AD, a group of Aztec pochteca made unreasonable demands on its lord Atonal, who responded by massacring them. The Aztecs retaliated by sending a large army against the city. Atonal was able to call on Mixtec allies from Tilantongo, and together they repulsed the initial attack. The Aztecs returned, however, and captured the city by a ruse, despite assistance dispatched by Huexotzinco and Cholollan. Atonal was put to death, and an Aztec garrison installed in the town, which thereafter became a springboard for Aztec attacks on both Mixtecs and Zapotecs. Shortly

thereafter, an Aztec punitive expedition was sent against Huaxyacac (Oaxaca City), in the center of the Valley of Oaxaca, at which it was said that another party of Aztec pochteca had been murdered, possibly at the instigation of the Zapotec lord of Mitla. The city was razed by Cuachicqueh, and an Aztec garrison installed there as well.

In 1486 AD, Cosijobi was the Zapotec lord of Zaachila. He was a descendant of Eight Deer Nacuaa and reckoned his alliances with the Mixtecs through Tilantongo, and not with the lineage system that controlled Yanhuitlan and Cuilapan. Cosijobi made a temporary alliance with the Mixtecs of Cuilapan and Yanhuitlan to resist an impending Aztec attack, thinking that the weight of the invasion would fall on them. Surprisingly, the Mixtecs suffered great losses but repulsed the Aztecs, who then turned south toward the Zapotec territories. Unwilling to face the Aztecs alone, Cosijobi made peace and the Aztecs passed on to the subtropical lands of the Xoconusco to the south, a rich source of cacao and quetzal feathers. His successor, Cosiojeza, moved the Zapotec capital to Tehuantepec in the 1490's. In 1493 AD, the Aztec tlatoani Ahuizotl launched a major invasion, taking Jaltepec, Zaachila and Mitla. By 1494 AD, the Aztecs controlled the entire Valley. It is said that Ahuizotl took 20,000 captives from Oaxaca to be sacrificed to the Aztec gods. The Aztecs pushed on to the Xoconusco, where fighting for control of the trade routes weakened them. At the fortified mountain of Guiengola near Tehuantepec, Cosiojeza blocked their return with an army of Zapotecs, reinforced by Mixtecs sent through the Tilantongo alliance structure by Four Deer Quicuaa, Cosiojeza's kinsmen. After a seven-month siege, the Aztecs gave up and sought peace. An alliance was sealed with the virtually unprecedented marriage of an Aztec princess, Ahuizotl's daughter Pelaxilla ("Corn Flower," or Coyolicatzin in Nahuatl), to Cosiojeza in 1498 AD. Their son Cosijopi formed a political alliance with the Spaniards when they arrived, eventually submitting peacefully to Spanish rule.

The Mixtecs continued to resist Aztec expansion. In 1502 AD, Jaltepec rebelled upon the election of Moctezuma II as tlatoani of the Triple Alliance, as a consequence of which an Aztec army took that city plus Achiutla, Yanhuitlan and Cuilapan. The Tilantongo alliance structure and the Zapotecs of Tehuantepec made a separate peace. The Mixtecs resisted the Spaniards when they arrived, but were subjugated by the conquistador Pedro de Alvarado.

The Mixe and Chontal blocked the Zapotec route to Tehuantepec, and the Zapotec king Zaachila II fought a great war against the Mixe. The Mixe were known as formidable warriors. Under their national hero Condoy, they resisted the Zapotec advance for many years, eventually succumbing after a great battle at Zempoaltepec. The Chontal were equally fierce, if less numerous and more primitive in their ways. Both were known to fight almost exclusively with an unusually long spear or foot lance.

Use of spears of up to 15 feet in length was common among all the peoples of Oaxaca, as was an obsidian-edged slashing weapon similar to that used by other Mesoamericans. References to atlatls and darts predate this period, when they were heavily used. The Mixtecs early on adopted the dart and atlatl combination, and their codices routinely picture their national hero Eight Deer Nacuaa as being armed in that fashion, but they also made extensive use of an LTS-like version of the *tepoztopilli* and, apparently, some use of various one-handed clubs and cutting weapons. The Zapotecs, on the other hand, seem to have taken more whole-heartedly to the more usual slashing weapon, although they still made extensive use of an LTS-like foot lance. By the 1300s, the bow had probably replaced darts; however, as there is considerable uncertainty as to the extent of that replacement, both options are allowed here.

4. Chanca 1350 AD – 1450 AD

CinC as LMI LTS or JLS, S, Sh with PA standard + 2 Irr B LMI LTS or JLS, S, Sh @ 125 pts	1
Extra to upgrade CinC's element to Reg B @ 23 pts.....	*1
Chanca Sub-general as LMI LTS or JLS, S, Sh with P standard + 2 Irr B LMI LTS or JLS, S, Sh @ 65 pts	0-2
Extra to upgrade Sub-general's element to Reg B @ 13 pts	*all
Extra to upgrade Reg B general's element to Reg A @ 3 pts.....	any
Confederate Ally-General as LMI 2HCW or HTW, S or D, Sh with P standard + 2 Irr B 2HCW or HTW, S or D, Sh @ 90 pts	**1-2
Quechua Ally-general as LMI JLS, S, Sh with P standard + 2 Irr C LMI JLS, S, Sh @ 88 pts	***1
Extra to give CinC or Sub-general Portable shrine S standard as litter-borne Integral Tr @ 120 pts.....	*0-1
Veteran Chanca Spearmen Irr B LMI LTS or JLS, S, Sh @ 15 pts	4-12
Chanca Spearmen Irr C LMI LTS or JLS, S, Sh @ 12 pts.....	8-48
Extra to upgrade Chanca Veterans or Spearmen to Reg @ 9 pts if Irr B, @ 8 pts if Irr C.....	*all
Extra to upgrade 1/2 of each Irr C Chanca Spearmen unit to Irr B @ 3 pts.....	any
Extra to upgrade 1/2 of each Reg C Chanca Spearmen unit to Reg B @ 4 pts	any
Confederate Warriors Irr C LMI S or D, Sh @ 9 pts.....	**8-24
Extra to give Confederate Warriors JLS @ 3 pts	0-1/2
Extra to give 2HCW or HTW to Confederate Warriors without JLS @ 3 pts.....	0-1/2
Chanca or Confederate Scouts Irr C LI JLS, Sh @ 6 pts.....	0-16
Chanca or Confederate Slingers Irr C LI S @ 4 pts.....	6-32
Extra to give Chanca or Confederate Slingers Sh @ 2 pts.....	any
Quechua Veterans Irr C LMI JLS, S, Sh @ 12 pts.....	***2-8
Quechua Warriors Irr D LMI or LI S @ 3 pts if LMI, @ 2 pts if LI.....	***8-24
Extra to give Quechua Warriors Sh @ 3 pts if LMI, @ 2 pts if LI.....	any
Extra to give LMI Quechua Warriors JLS @ 3 pts	any

Climate: Cold.

Historical Opponents: 4, 5, 8.

Boats: No.

Notes: Additional weapons (2HCW or HTW) for Confederate Warriors cannot be mixed in a single unit. Minimums marked * apply only if any regulars are used. The portable religious shrine may only be used if regulars are present but is not required. Minimums marked ** apply only if any Confederates are used. Minimums marked * apply only if any Quechua are used. The S standard is carried in a litter and is covered by Warrior 13.311, Option 3. Should it be used, the CinC or Sub-general must only be in a single element body.**

Background: The Chanca were a confederation of tribes who dominated modern-day Peru, subjugating a number of Quechua-speaking peoples, some of whom would eventually form the Inca empire. During an invasion of the nascent Incan state in 1438 AD, a Chancan army was defeated at the Incan capital at Cuzco. The Incas then spent the next dozen years subjugating the Chanca and incorporating them into their empire and army. The main weapon used was a spear and sling, as opposed to the Inca's mace, javelin and sling. Shield usage remains problematic, but has been included since the Incas fought several very bloody battles in the campaigns to conquer the Chanca and it is possible that the Inca army was modeled to some extent on its imperial predecessor. Chancan infantry units seem to have been somewhat brittle in combat against the Incas, and the B/C morale classification is intended to represent this characteristic. The option to upgrade a Chanca army to regular assumes an organizational capability similar to that of the later Incas. Confederates represent Chancan city-states independent of central authority but nonetheless providing reliable allies. They did not demonstrate the resistance to Inca rule that the other Chanca did, and as such have no morale upgrades to differentiate their capabilities from their Incan conquerors and dominant Chancan partners. They were armed with slings and darts, but also a mixture of one and two-handed clubs and bolas/rope weapons which are classified here as HTW. The Quechua were always reluctant allies, and deserted their Chancan masters at Cuzco in 1438 AD, hence their morale rating. The presence of a portable religious shrine reflects one instance in which the Incas attacked such a shrine, which was probably carried by non-fighting priests.

5. Inca 1440 AD – 1572 AD

CinC as LMI JLS, S, Sh with PA standard + 3 Reg A LMI JLS, S, Sh @ 151 pts	1
Extra to give CinC Hueca relic S standard as litter-borne Intergral Tr @ 120 pts.....	0-1
Sub-general as LMI JLS, S, Sh with P standard + 3 Reg A LMI JLS, S, Sh @ 81 pts	0-3
Noble Warriors of the Auquicona regiment Reg A JLS, S, Sh @ 28 pts.....	2-6
Extra to upgrade Auquicona or general's element JLS to 2HCT @ 4 pts if Auquicona, @ 3 pts if general's element	any
Noble Warriors of the Mancopchurincuzcos, Cacacuzcos and Ayllucuzcos regiments Reg B LMI JLS, S, Sh @ 24 pts	6-18
Quechua Commoners Reg D LMI or LI S, Sh @ 12 pts if LMI, @ 6 pts if LI	0-36
Extra to upgrade LI Quechua Commoners to Reg C @ 2 pts.....	any
Coastal or Jungle Dart Throwers Reg D LMI or LI D, Sh @ 12 pts if LMI, @ 6 pts if LI	4-18
Extra to upgrade Dart Throwers to Reg C @ 4 pts if LMI, @ 2 pts if LI	0-1/2
Extra to give Dart Throwers 2HCW @ 4 pts if LMI, @ 2 pts if LI	0-1/4
Extra to give JLS to Dart Throwers without 2HCW @ 4 pts if LMI, @ 2 pts if LI.....	any
Bola Wielders Reg D LMI HTW, S, Sh @ 16 pts	0-12
Extra to upgrade Bola Wielders to Reg C @ 4 pts if LMI.....	0-1/2
Extra to give an entire unit of Bola Wielders JLS as Canchis @ 4 pts.....	any
Four Inca War Dogs with Irr A armed handler @ 45 pts	0-2
6 elements width of stone walls and ditches @ 20 pts	0-4
Early Period (1440 AD – 1470 AD)	
Quechua Warriors Reg C LMI S, Sh @ 16 pts	6-24
Extra to upgrade Quechua Warriors to Reg B @ 4 pts.....	0-1/2
Extra to give Quechua Warriors 2HCW @ 4 pts.....	0-1/4
Extra to give Quechua Warriors HTW @ 4 pts	0-1/4
Extra to give JLS to Quechua Warriors without 2HCW or HTW @ 4 pts.....	any
Extra to replace Quechua Warriors' S with D @ 0 pts.....	0-1/4
Chanca Ally-general as LMI LTS or JLS, S, Sh with P standard + 2 Irr B LMI LTS or JLS, S, Sh @ 90 pts.....	*1
Chanca Spearmen Irr C LMI LTS or JLS, S, Sh @ 12 pts.....	*6-24
Extra to upgrade 1/2 of each Chanca Spearmen unit to Irr B @ 3 pts	any
Chanca Slingers Irr C LI S @ 4 pts.....	*4-16
Extra to give Chanca Slingers Sh @ 2 pts.....	0-1/2
Late Period (1471 AD – 1535 AD)	
Extra to upgrade CinC's element to MI D, Sh or LMI S, Sh in litter with PA standard + 7 Reg A MI D, Sh or LMI S, Sh @ 28 pts if originally armed with 2HCT, @ 31 pts if not	0-1
Extra to upgrade Sub-general's element to MI D, Sh or LMI S, Sh in litter with P standard + 7 Reg A MI D, Sh or LMI S, Sh @ 18 pts if originally armed with 2HCT, @ 21 pts if not	any
Canari Guards Reg A LMI JLS, S, Sh @ 28 pts	0-6
Extra to replace general's element, Canari, Auquicona or Reg B JLS with LTS @ 0 pts.....	any
Quechua Warriors Reg C LMI S, Sh @ 16 pts	8-32
Extra to upgrade Quechua Warriors to Reg B @ 4 pts.....	0-1/2
Extra to give Quechua Warriors 2HCW @ 4 pts.....	0-1/4
Extra to give Quechua Warriors HTW @ 4 pts	0-1/4
Extra to give JLS or LTS to Quechua Warriors without 2HCW or HTW @ 4 pts.....	any
Extra to replace Quechua Warriors' S with D @ 0 pts.....	0-1/4
Amazonian Tribesmen Reg C LI JLS, Sh @ 8 pts.....	0-16
Chilean Bowmen Reg D LMI B @ 8 pts.....	0-12
Extra to give Chilean Bowmen 2HCW @ 4 pts.....	0-1/2
Anti or Chuncho Jungle Archers Reg D LI B @ 4 pts	6-16
Extra to give Jungle Archers 2HCW @ 2 pts.....	any
Extra to give Chilean Bowmen or Jungle Archers Sh @ 4 pts if LMI, @ 2 pts if LI	any
Post-Conquest Epilogue (1536 AD – 1572 AD)	
Reduction to replace CinC's element with HC JLS, Sh, PA + 2 Irr B HC JLS, Sh @ -18.....	1
Reduction to replace Sub-general's element with Sub-general as HC JLS, Sh, P + 2 Irr B HC JLS, Sh @ -8, or with Sub-general as LMI JLS, S, Sh with P standard + 3 Reg B LMI JLS, S, Sh @ 78 pts, or with Sub-general as LMI 2HCT, S, Sh with P standard + 3 Reg B LMI 2HCT, S, Sh @ 81 pts	all
Neo-Inca Cavalry Irr C HC JLS, Sh @ 24 pts	0-4
Quechua Levy Reg D or Irr C LMI S, Sh @ 12 pts if Reg, @ 9 pts if Irr	24-72
Extra to upgrade Quechua Levy to Reg C as Awqas @ 4 pts if Reg, @ 7 pts if Irr.....	0-1/2
Extra to upgrade Reg C Awqas to Reg B as Pakoyuc Nobles @ 4 pts	0-12
Extra to give 2HCT to Pakoyuc Nobles @ 8 pts.....	0-1/2
Extra to give JLS to Pakoyuc Nobles without 2HCT @ 4 pts	any

Extra to upgrade Quechua Levy or Awqas Reg LMI S, Sh to Reg MI P, Sh as Neo-Inca Pikemen @ 0 pts	0-16
Extra to replace Reg LMI Quechua Levy or Awqas S, Sh with HG as Neo-Inca Arquebusiers @ -4 pts.....	0-4
Extra to give 2HCW to Quechua Levy or Awqas without P or HG @ 4 pts if Reg, @ 3 pts if Irr	0-1/4
Extra to give HTW to Quechua Levy or Awqas without P or HG @ 4 pts if Reg, @ 3 pts if Irr	0-1/4
Extra to give JLS to Quechua Levy or Awqas without P, HG, 2HCW or HTW @ 4 pts if Reg, @ 3pts if Irr.....	any
Amazonian Tribesmen Irr C LMI or LI JLS, Sh @ 9 pts if LMI, @ 6 pts if LI	6-24
Anti or Chuncho Jungle Archers Irr C LMI or LI B @ 6 pts if LMI, @ 4 pts if LI	6-24
Extra to upgrade LMI Jungle Archers to Reg B LMI B, Sh as CinC's Bodyguard @ 14 pts	0-4
Extra to give Jungle Archers 2HCW @ 4 pts if Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI	0-1/4
Extra to give Irr Jungle Archers Sh @ 3 pts if LMI, @ 2 pts if LI.....	any
Almagrist Cavalry Reg B HK L, Sh @ 39 pts.....	**2
Almagrist Infantry Reg B LHI, 1HCW, HG, Sh @ 32 pts	**2-4

Climate: Cold.

Historical Opponents: 4, 5, 8; Feudal Warrior: 34.

Boats: Yes (Late Period only).

Notes: Additional weapons other than JLS (2HCT, 2HCW, HTW and LTS) cannot be combined in a single unit. The Canari must be in the same command as the CinC. A litter-born general in the Late Period requires 2 elements or an over-sized double element (2.512). The S standard is carried in a litter and is covered by Warrior 13.311, Option 3. Should it be used, the CinC or Sub-general must only be in a single element body (or the one required 2 elements/over-sized double element in the Late Period). Minimums marked * or ** apply only if troops so marked are used. In the Post-Conquest Epilogue, no Noble Warriors or Quechua Commoners from the main list may be used, and Jungle Archers may be upgraded only as a detachment to a single CinC staff element. Neo-Inca Arquebusiers can fight in separate units or in mixed units with Quechua Levy or Awqas (but not with Pakoyuc Nobles). Canari Guards (Late Period) or Reg B LMI Jungle Archers (Post-Conquest Epilogue) may be detachments of the CinC.

Background: The Incas were a Quechua-speaking tribe living in the Andean highlands centered on the area around Cuzco, whose ruler was known as the *Sapa Inca* or just simply as the *Inca*. Until the early 15th Century AD, the Incas controlled little more than their immediate surroundings. Some time during the 1430s, the Incas apparently encouraged other Quechua tribes under Chanca rule to rebel. In 1438 AD, a Chancan army retaliated by invading Incan territory. The Inca's son, Pachacutic, rallied the Incan nobility and, with the help of 25,000 other Quechua, defeated the Chanca. Pachacutic then embarked on an imperialist expansion continued by his son Tupac Yupanqui, and by 1493 AD the Incan empire extended from south of modern Santiago north almost to the modern Columbian border. Tupac's son Huayna Capac extended the empire north just into modern Columbia, but by the time of his death in 1525 AD the size of the empire had reached its practical limits. Huayna Capac divided the empire in two, the southern half going to one son, Huascar, and the north to another son, Atahualpa. The resultant civil war lasted until 1532 AD, when Atahualpa won. His victory was short lived, since the Spanish conquistador Francisco Pizarro landed in the same year and captured and executed Atahualpa in 1533 AD.

Inca success was due in part to their complex administrative system, through which virtually all aspects of society were centralized and controlled, and their extensive road system, which enabled them to move forces quickly to trouble spots. Employment, dress and even manner of speaking were subject to close regulation, and virtually all significant economic activity was controlled by the State. Arms and uniforms were provided by the State, through centralized production and storage facilities, and were uniform within units. The Inca road system included paved highways that spanned the empire, crossing deep Andean gorges via impressive swinging bridges and using masonry steps to ascend steep places. An imperial post or messenger service, manned by barrel-chested highland runners inured to the thin atmosphere of the high Andes, ensured that communications passed quickly from one end of the empire to the other. The Inca had no formal system of writing, but information was captured and conveyed by use of *quipu*, which consisted of knotted stands of string of different colors that carried "coded" information that could be deciphered by those who knew the coding system.

Early kings fought on foot, while later ones were carried in a litter by select members of the Rucana (or Lucana) tribe. These litters were prized status symbols, and were not confined to use by the Inca. The Inca Tupac Yupanqui created the Canari guard unit from an Ecuadorian tribe that apparently impressed him with its fighting spirit. The empire was divided into four quarters, and regiments raised from tribes within each district had distinctive hairstyles and colored uniforms with a crest symbolic of their district. The Auquicon were made up of the Inca's nearest kin. The Mancopchurincuzcos were men from the "royal" *ayllus* or clans descended from former rulers. The Cacacuzcos were probably personal retainers of the Inca. The Ayllucuzcos were "Inca by privilege," or nobles of other tribes incorporated into the army. All were armed with slings and most with a light spear, although by the Spanish Conquest, the latter had possibly been replaced with a spear 7-10 feet in length, hence the option for LTS in the Late period. A mace, treated here as SA, was part of the basic equipment of an Incan soldier, as was less frequently the Inca equivalent of the *macana*, a 4-foot long weapon of polished black chonta-wood described as "so smooth and sharp that it cut as if it was of steel." While the cutting ability of such a wooden weapon may be doubted, especially against metal-armored troops, it is treated here as 2HCW for its concussive effect against such troops as well as its undoubted effectiveness against unarmored men. Darts were also used by the Incas, but more so by subject coastal and jungle tribes. These areas of the empire were usually in revolt, hence their "D" morale, but could give good service when pacified. Tupac Yupanqui used a fleet of war canoes during one campaign

against the jungle tribes east of the Andes. The Chanca were allies after 1440 AD, and largely assimilated after 1450 AD. The 2HCW used by the Amazonian jungle tribes are described as two-handed *macana* choppers made from ironwood or clubs up to 9 feet in length. The HTW were bolas and other rope weapons, and were used with mixed results against Spanish horses.

The Post-Conquest Epilogue represents forces available to Manco Inca Yupanqui, also known as Manco Capac, during his rebellions against Spanish rule, first in 1536 AD and later in 1539 AD, and those available to the lieutenants of Atahualpa who held out in the north around Quito until 1534 AD. Manco was a brother of the defeated Huascar, and had been installed by the Spanish as a “puppet” Inca. He showed himself to be independent and ambitious by rebelling against foreign rule and seeking to restore the Inca Empire. In 1536 AD, he mobilized large forces against the Spaniards, laying siege to Cuzco and some of the coastal cities, including the new Spanish foundation at Lima. However, he gained little support from peoples outside the core Quechua zones, particularly in the coastal regions, and his risings ultimately failed. He could still call on the Amazonian tribesmen and jungle archers for support, and eventually formed a bodyguard from the latter. The native forces had access to a significant amount of Spanish equipment, a good deal of it as a result of the successes of Manco’s general Quizo Yupanqui. This equipment included a limited number of horses and firearms, but the Inca were never able to make very effective use of them. While the Inca himself and some high-ranking officers wore captured Spanish armor, at no time did such armor constitute a significant element in Inca armaments. After a civil war between supporters of Pizarro and his associate Diego de Almagro (1537-1538 AD), at the conclusion of which Almagro was executed, some of the supporters of the losing faction joined forces with Manco and supported him until 1545 AD, when they killed him. The Almagrist elements are intended to reflect their relative importance in the Neo-Incan forces, even though their actual numbers were smaller than the number of elements allowed might suggest. The existence of effective Neo-Incan pikemen has been doubted, but the discovery of a large cache of pikes prepared for a failed attempt at revolt by Manco’s son in 1565 AD suggest at least that the idea was current among the leaders of the Indian resistance to Spanish rule. After the collapse of the rebellion of 1539 AD, Manco withdrew to the mountain fastnesses and founded a Neo-Incan state centered in Vilcabamba, which continued as an independent entity until the Spaniards took the place and executed the last Inca, Tupac Amaru, in 1572 AD, at which point this list ends.

6. Maya 850 AD – 1546 AD

CinC as LMI JLS, Sh with PA standard + 2 Irr B LMI JLS, Sh @ 123 pts, or as LMI JLS, Sh with PA standard + 3 Reg B LMI JLS, Sh @ 145 pts	1
Sub-general as LMI JLS, Sh with P standard + 2 Irr B LMI JLS, Sh @ 63 pts, or as LMI JLS, Sh with P standard + 3 Reg B LMI JLS, Sh @ 75 pts	0-3
Extra to give JLS-armed general's element 1HCW @ 3 pts if Reg, @ 2 pts if Irr	any
Mayan Nobles Irr B LMI JLS, Sh @ 12 pts	4-12
Mayan Warriors Irr C LMI JLS, Sh @ 9 pts	8-48
Extra to upgrade entire units of Irr C Mayan Warriors to Irr A as fanatics @ 6 pts	0-6
Holcan Mercenaries Reg C LMI JLS, Sh @ 16 pts	*8-32
Peasants Irr C LI JLS or S or B @ 4 pts	6-32
Extra to give Peasants Sh @ 2 pts	any
Extra to arm Peasants with hurled hornets' nests @ 30 pts	0-4
Late Classic Prequel (650 AD – 849 AD)	
Extra to convert general's element from LMI JLS, Sh to MI JLS, Sh @ 0 pts if Reg, @ 4 pts if Irr	any
Extra to upgrade Mayan Nobles to Irr B MI JLS, Sh @ 4 pts	any
Extra to upgrade Mayan Warriors to Irr C MI JLS, Sh @ 3 pts	any
Extra to exchange any except Peasant JLS for LTS @ 0 pts	any
Extra to give 1HCW or 2HCW to JLS-armed foot other than general's element or Peasants @ 4 pts if MI or Reg LMI, @ 3 pts if Irr LMI	0-1/4
Reduction to exchange Mayan Nobles/Warriors' JLS, Sh for B or S, Sh @ 0 pts, or for B or S @ -4 pts if MI, @ -3 pts if LMI	0-1/4
(Note that you still cannot use S with close order foot)	
Extra to upgrade Irr B Mayan Nobles to Reg B as Piedras Negrans @ 8 pts	*all
Early Post-Classic or Interregnum Period (850 AD – 978 AD)	
Extra to upgrade Sub-general to Ally-general @ 25 pts	all
Extra to exchange any except Peasants JLS for LTS @ 0 pts	0-1/2
Extra to give 1HCW or 2HCW to JLS-armed foot other than general's elements or Peasants @ 4 pts if Reg, @ 3 pts if Irr	0-1/4
Reduction to exchange Mayan Nobles/Warriors/Holcan Mercenaries' JLS, Sh for B or S, Sh @ 0 pts, or for B or S @ -3 pts	0-1/4
(Note that you still cannot use S with close order foot)	
Itza Ally-general as LMI 1HCW, JLS or D, Sh with P standard + 2 Irr B LMI 1HCW, JLS or D, Sh @ 90 pts	**0-1
Itza Raiders Irr C LMI 1HCW, JLS or D, Sh @ 12 pts	**12-36
Extra to upgrade Itza Raiders to Irr B @ 3 pts	any
Itza Scouts Irr C LI JLS, Sh @ 6 pts, or S @ 4 pts	**0-12
Extra to upgrade Holcan Mercenaries to Reg B as Ah Canul @ 4 pts	0-1/2
Middle or Mexican Period (979 AD – 1220 AD)	
Extra to upgrade Sub-general to Ally-general @ 25 pts	any
Extra to replace general's element JLS with D @ 0 pts	any
Extra to upgrade Irr B Mayan Nobles to Reg B @ 8 pts	0-1/2
Extra to upgrade Irr C Mayan Warriors to Reg C @ 7 pts	0-1/2
Extra to give 1HCW to foot other than general's elements or Peasants @ 4 pts if Reg, @ 3 pts if Irr	0-1/2
Extra to give 2HCW to LMI other than general's elements without 1HCW @ 4 pts if Reg, @ 3 pts if Irr	0-1/4
Extra to replace Mayan Nobles' or Warriors' JLS with D @ 0 pts	0-1/2
Reduction to exchange Mayan Nobles/Warriors/Holcan Mercenaries' JLS, Sh for B or S, Sh @ 0 pts, or for B or S @ -4 pts if Reg, @ -3 pts if Irr	0-1/4
(Note that you still cannot use S with close order foot)	
Toltec Ally-general as LMI 1HCW, JLS or D, Sh with P standard + 3 Reg A LMI 1HCW, JLS or D, Sh @ 106 pts	***1-2
Extra to upgrade Toltec Ally-general to CinC with PA standard @ 45 pts	***0-1
Toltec Coyote or Jaguar Knights Reg B LMI 1HCW, JLS or D, Sh @ 24 pts	***4-12
Extra to upgrade Coyote or Jaguar Knights to Reg A @ 4 pts	0-1/3
Toltec Warriors Reg C LMI 1HCW, JLS or D, Sh @ 20 pts	***8-24
Extra to upgrade Toltec Warriors to Reg B as Veterans @ 4 pts	0-1/2
Extra to replace Toltec Warrior 1HCW with LTS @ 0 pts	0-1/2
Toltec Skirmishers Reg C LI S or D, Sh @ 8 pts	***6-24
Extra to give Toltec Skirmishers 1HCW @ 2 pts	any
Late or Mayapan Period (1221 AD – 1440 AD)	
Extra to upgrade Irr B Mayan Nobles to Reg B @ 8 pts	any
Extra to upgrade Irr C Mayan Warriors to Reg C @ 7 pts	any
Extra to upgrade Holcan Mercenaries to Reg B as elites @ 4 pts	0-1/2
Central Mexican Mercenaries Reg C LMI B, Sh @ 16 pts	0-24
Extra to upgrade Central Mexican Mercenaries to Reg B as elites @ 4 pts	0-1/2

Extra to give 1HCW to any foot except general's elements or Peasants @ 4 pts if Reg, @ 3 pts if Irr.....	any
Extra to give 2HCW to Central Mexican Mercenaries without 1HCW @ 4 pts.....	0-1/4 or all
Extra to give 2HCT to Central Mexican Mercenaries without 1HCW or 2HCW @ 8 pts.....	0-1/4
Extra to replace any JLS with D @ 0 pts.....	any
Extra to replace any D with B @ 0 pts.....	any
Extra to give 2HCT to Mayan Nobles/Warriors/Holcan Mercenaries with JLS but not 1HCW @ 4 pts if Reg, @ 3 pts if Irr.....	0-1/4
Reduction to delete Sh from B-armed Mayan Nobles/Warriors @ -4 pts if Reg, @ -3 pts if Irr.....	any
Final or Conquest Period (1441 AD – 1546 AD)	
Extra to upgrade Sub-general to Ally-general @ 25 pts.....	all
Extra to upgrade Holcan Mercenaries to Reg B as elites @ 4 pts.....	0-1/2
Reduction to downgrade Irr B Mayan Nobles to Irr C or Irr C Mayan Warriors to Irr D @ -3 pts.....	any
Extra to give 1HCW to any foot except general's elements or Peasants @ 4 pts if Reg, @ 3 pts if Irr.....	any
Extra to replace non-general's element 1HCW with 2HCT @ 4 pts if Reg, @ 3 pts if Irr.....	0-1/4
Extra to replace 1HCW with 2HCW @ 0 pts.....	0-1/4 or all
Extra to replace Warriors' or Holcan Mercenaries' JLS or D with B @ 0 pts.....	any

Climate: Tropical.

Historical Opponents: 6, 7 (other than Successor States Epilogue); Feudal Warrior: 34.

Boats: Yes.

List Rules: 1) LI with hurled hornets' nests count as double figures shooting at S factors, with maximum range 80p. Enemy infantry, cavalry, knights, chariots and mounted infantry are disordered if they suffer 1 CPF from shooting that includes hurled hornets' nests. Hurled hornets' nests are not limited to one use. 2) 2HCT, JLS combination is allowed as an exception to Warrior Rules Section 2.32 and the JLS bonus applies only at first contact (9.22, 9.3) if used with either 2HCT or 1HCW. 3) Appropriate Toltec troops may use the Circulating Combatants rule.

Notes: Minimums marked *, ** or * apply only if any troops so marked are used. If a Toltec ally-general is upgraded to CinC in the Middle Period, then no other CinC is allowed. Toltec Warriors may fight in mixed units with a single element of Toltec Knights. Any such mixed units must have at least three elements of Warriors. Peasants may be detachments of Mayan Nobles and/or Warriors.**

Background: Recent years have seen exciting developments in the decipherment of the Mayan hieroglyphic writing, bringing to life the kings, dynasties and wars of the Classic Period in a way scarcely imaginable a decade ago. It is now clear that the great Classic cities were centers of independent states, each ruled by a semi-divine king, usually with pretensions to military glory. One writer has described these centers not so much as cities, as we know them, but rather as "king places," to be thought of as over-grown royal households surrounded by retainers and at a remove from the common populace. Warfare was endemic, and at times involved clashes between great alliance systems, bound together by diplomatic, military and family ties, such as those led by the great cities of Tikal and Calakmul. However, while the history of the Classic Period is emerging, there is not yet enough new information on arms and armies to justify a separate list for the period, and thus this list is focused on the better-known Post-Classic Period that followed the fall of the great Classic centers. The Late Classic is covered only by a "prequel" sublist, showing something of the development of Mayan military technology and institutions from that earlier period through the Post-Classic, and emphasizing the traditional Mayan reliance on spears of varying length supplemented by a limited number of stone-edged cutting weapons. There is some reason to believe that the Mayan city now known as Piedras Negras had a Central Mexican military organization, while retaining Mayan weapons, which may have accounted for its successes against the neighboring city of Yaxchilan.

The Post-Classic Period of Mayan history is best known for the northern Yucatan, and (as usual for Pre-Columbian societies) is based largely on confusing and often contradictory oral traditions. Under one likely reconstruction of events, in the 9th Century AD, the Yucatan was divided among a large number of independent city states, the most prominent of which may have been Uxmal. The area was subject to incursions by various outside groups, probably from Tabasco, under strong Central Mexican cultural, religious and military influence. Illustrations of Mexican types appear as early as 879 AD. Known to the Maya generically as Putun, these groups included the Itza (who if not Toltecs themselves may have been sea-faring Chontal Maya under Toltec influence) and Toltec elements from Central Mexico, and they introduced a style of warfare that was more professional, efficient and violent than anything the Maya had yet experienced. The Itza appear to have occupied the site of an abandoned Mayan city in about 918 AD, renaming it Chichen Itza, from which they extended their authority over the surrounding regions. Toltec elements appear to have reinforced them about 60 years later, and assumed the leadership of what then became a dynamic military and cultural center, exerting a profound influence on the surrounding Mayan communities. Numerous architectural and sculptural elements at Chichen Itza reflect remarkably direct parallels with similar elements at Toltec Tollan north of Mexico City, and Kukulcan (the Mayan name traditionally given to the leader of the Toltecs) is a direct translation of the Nahuatl name or title Quetzalcoatl ("Feathered Serpent") given to Toltec rulers in Central Mexico.

The introduction of a full-blown Central Mexican military system at Chichen Itza introduced a military crisis in the Yucatan, with the Mayan systems initially falling short and then rapidly adapting to the superior techniques of the intruders. The Toltec/Itza introduced a meritocratic system, which opened up social movement to commoners via military service. In 1221 AD, Chichen Itza was overthrown by a league of Mayan city-states led by Hunac Ceel of Mayapan, who imitated Toltec techniques and used large numbers of Central Mexican mercenaries to

augment native Mayan troops. The Cocom, descendants of Hunac Ceel, dominated Mayapan and the league it led for almost 250 years, during which period Mayapan ruled over a fairly unified Yucatan. While the bow was not unknown in previous periods, its military use became quite widespread in this period, and may well have resulted from exposure to Central Mexican mercenaries. By 1350 AD, the bow had supplanted the atlatl-hurled dart as the Maya's primary missile weapon. Warfare in this period was conducted for the most part by efficient professional military forces having many of the characteristics of regulars.

Around 1440 AD, a reaction to centralized Cocom rule set in, and a successful rebellion was initiated by one Ah Xupan of the Tutul Xiu clan, which claimed to have ruled Uxmal in the distant Mayan past but which may actually also have been of Central Mexican origin. The Xiu sacked Mayapan in 1441 AD, and virtually exterminated the Cocom. With the fall of Mayapan, centralized government ended, and the northern Yucatan fractured into some 16 competing states. The fall of Mayapan, itself already in a state of cultural and material decadence, accelerated the Mayan decline and constant warfare among the successors to Mayapan precluded any material recovery. By the time the Spaniards arrived, Mayan political and military institutions posed no very formidable challenge. However, the strong traditions of the people remained, surviving the abandonment of the "king places" of the Classic and the fall of the militaristic states of the Post-Classic, and popular resistance to Spanish rule in the Yucatan was both tenacious and successful. Cortez sent Francisco de Montejo to conquer the Yucatan in 1526 AD, but the seven-year campaign ended in failure, despite support from the Tutul Xiu. In 1542 AD, Montejo's son invaded again, and by 1546 AD much of the area had been taken and over 500,000 Maya sold into slavery. The Itza of Lake Peten, the last independent New World kingdom ruled by a native dynasty, fell to the Spaniards only in 1697 AD, and some Quiche and Cakchiquel groups to the south never submitted to Spanish rule at all.

The Toltec/Itza used canoes in combat and one ceremonial metal disc found at Chichen Itza shows what are possibly allied Maya pursuing swimmers while casting darts at them. A professional soldier was a "holcan," which were full-time Mayan mercenaries hired out by the various city-states. In many cases they formed the core of Mayan armies; the local militia, represented here by the Mayan Warriors, were called out only if too few mercenaries were available. Upgraded Irr A Warriors represent highly-motivated native Maya resisting foreign incursions, such as those depicted fighting fiercely (if unsuccessfully) against Toltec invaders in temple art throughout Chichen Itza. Reg B Holcan Mercenaries represent either Ah Canul elites employed by the Toltec/Itza earlier in the period or elite mercenary Mayan units later in the period. (The Mayan term "Ah Canul" means "protector.") LI armed with hurled hornets' nests probably approximate the effect of early combustible mixtures used in the Middle East.

7. Toltec 900 AD – 1179 AD

CinC as LMI 1HCW, JLS or D, Sh with PA standard + 3 Reg A LMI 1HCW, JLS or D, Sh @ 151 pts	1
Sub-general as LMI 1HCW, JLS or D, Sh with P standard + 3 Reg A LMI 1HCW, JLS or D, Sh @ 81 pts	0-3
Subject Sub-general as LMI 1HCW, D, Sh with P standard + 3 Reg A LMI 1HCW, D, Sh @ 81 pts	0-1
Chichimec Ally-general as LMI 1HCW, B, Sh with P standard + 2 Irr B LMI 1HCW, B, Sh @ 90	*1
Toltec Coyote or Jaguar Knights Reg B LMI 1HCW, JLS or D, Sh @ 24 pts	4-12
Extra to upgrade Coyote or Jaguar Knights to Reg A @ 4 pts	0-1/3
Toltec Warriors Reg C LMI 1HCW, JLS or D, Sh @ 20 pts	8-24
Extra to upgrade Toltec Warriors to Reg B as Veterans @ 4 pts	0-1/2
Extra to replace Toltec Warrior 1HCW with LTS @ 0 pts	0-1/2
Toltec Skirmishers Reg C LI S or D, Sh @ 8 pts	6-24
Extra to give Toltec Skirmishers 1HCW @ 2 pts	any
Otomi Warriors Irr C LMI JLS, Sh @ 9 pts	12-24
Extra to upgrade entire units of Otomi Warriors to Irr A @ 6 pts	0-8
Subject Warriors Reg D or Irr C LMI JLS or D, Sh @ 12 pts if Reg LMI, @ 9 pts if Irr LMI	4-32
Extra to give Subject Warriors or Otomi 1HCW @ 4 pts if Reg, @ 3 pts if Irr	any
Subject Skirmishers Reg D or Irr C LI S or D @ 4 pts	0-12
Extra to give Subject Skirmishers Sh @ 2 pts and/or 1 HCW @ 2 pts	any
Extra to upgrade Reg D Subject Warriors or Skirmishers to Reg C @ 4 pts if LMI, @ 2 pts if LI	0-1/2
Peasant Slingers Irr D LMI or LI S @ 3 pts if LMI, @ 2 pts if LI	0-18
Extra to upgrade Irr D LMI Peasant Slingers to Reg D @ 5 pts	any
Extra to give Peasant Slingers Sh @ 4 pts if Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI	any
Chichimec Bowmen Irr C LMI B @ 6 pts	*6-18
Extra to upgrade Chichimec Bowmen to Irr B @ 3 pts	0-1/2
Extra to give Chichimec Bowmen Sh @ 3 pts	0-1/2
Chichimec Scouts Irr C LI B @ 4 pts	*0-12
Late Classic Prequel (450 AD – 750 AD)	
CinC as MI or LMI LTS or D, Sh with PA standard + 3 Reg A MI or LMI LTS or D, Sh @ 148 pts	1
Sub-general as MI or LMI LTS or D, Sh with P standard + 3 Reg A MI or LMI LTS or D, Sh @ 78 pts	0-3
Teotihuacan Jaguar or Eagle Knights Reg B MI or LMI LTS or D, Sh @ 20 pts	4-12
Extra to upgrade Knights to Reg A @ 4 pts	0-1/3
Extra to give D to LTS-armed generals' element or Knights @ 3 pts if generals' element, @ 4 pts if Knights	any
Teotihuacan Warriors Reg C MI or LMI LTS or D, Sh @ 16 pts	8-24
Teotihuacan Skirmishers Reg C LI S or D, Sh @ 8 pts	6-24
Extra to replace Subject Warriors' JLS with LTS @ 0 pts	any
Successor States Epilogue (1250 AD – 1426 AD)	
Extra to give Subject Warriors 1HCW or LTS @ 4 pts if Reg LMI, @ 3 pts if Irr LMI	any
Tepanec Eagle or Jaguar Knights Reg B LMI 1HCW, JLS or D, Sh @ 24 pts	**6-18
Extra to upgrade Tepanec Knights to Reg A @ 4 pts	0-1/3
Tepanec Warriors Reg C LMI 1HCW, S, Sh @ 20 pts	**12-36
Extra to upgrade Tepanec Warriors to Reg B as Veterans @ 4 pts	0-1/2
Tepanec Skirmishers Reg D LI S or D, Sh @ 6 pts	**6-24
Extra to upgrade Tepanec Skirmishers to Reg C @ 2 pts	any
Extra to give Tepanec Skirmishers 1HCW @ 2 pts	any
Aztec Mercenary Ally-general as LMI 1HCW, JLS or D, Sh with P standard + 2 Irr B LMI 1HCW, JLS or D, Sh @ 90 pts, or as LMI 1HCW, JLS or D, Sh with P standard + 3 Reg B LMI 1HCW, D, Sh @ 103 pts	***1
Aztec Mercenaries Irr B LMI 1HCW, JLS or D, Sh @ 15 pts	***6-32
Extra to upgrade Irr B Aztec Mercenaries to Reg B LMI @ 9 pts	0-1/2
Extra to upgrade entire units of Irr B Aztec Mercenaries to Irr A @ 3 pts	0-1/2
Aztec Mercenary Skirmishers Irr C LI S or B @ 4 pts	***0-12
Extra to upgrade Irr C Aztec Mercenary Skirmishers to Reg C @ 2 pts	0-1/2
Extra to give Aztec Mercenary Skirmishers Sh @ 2 pts	any
Extra to replace Tepanec or Toltec general's element 1HCW with LTS @ 0 pts, or 2HCT @ 3 pts	any
Extra to replace Aztec Mercenary Ally-general's element 1HCW with LTS or 2HCW @ 0 pts, or 2HCT @ 3 pts if Reg LMI, @ 2 pts if Irr LMI	0-1
Extra to replace any other 1HCW with LTS @ 0 pts	any
Extra to replace any other 1HCW with 2HCT @ 4 pts if Reg, @ 3 pts if Irr	0-1/4
Extra to replace any other 1HCW with 2HCW @ 0 pts	0-1/4 or all
Extra to replace any Tepanec D with S @ 0 pts	any

Climate: Dry.

Historical Opponents: 1 (Successor States Epilogue only), 2 (Chichimec only), 6 (other than Successor States Epilogue), 7.

Boats: No.

List Rule: 2HCT, JLS combination is allowed as an exception to Warrior Rules Section 2.32 and the JLS bonus applies only at first contact (9.22, 9.3) if used with either 2HCT or 1HCW. 2) Appropriate troops in the Successor States Epilogue sublist may use the Circulating Combatants rule.

Notes: In the Late Classic Prequel, no troops designated as Toltec or any generals' elements from the main list may be used; troops armed with LTS and D may fight in mixed or separate units. In the Successor States Epilogue, an army must be designated as Toltec or Tepanec, and neither may include any troops designated as the other. Troops designated as Subject may be commanded by any general, but a Subject Sub-general may only command such troops. Warriors may fight in mixed units with a single element of Knights; any such mixed units must have at least three elements of Warriors. A Toltec army in the Successor States Epilogue may not have more than 8 elements of Knights, nor may it upgrade any Knights to Reg A. Teotihuacan (Late Classic Prequel) and Tepanec (Successor States Epilogue) armies ignore Toltec minimums. Minimums marked * apply only if more than 12 elements of Chichimecs are present. Minimums marked ** apply only if any Tepanec troops are used. Minimums marked *** apply only if any Aztec Mercenaries are used. Skirmishers may be detachments of Knights/Warriors of the same nationality.

Background: Many if not most of the major themes of the Central Mexican "Great Tradition" were laid down by the Early Classic Period, culminating in the rise and dominance of the great city of Teotihuacan, including the basic elements of its religion, iconography and political order. Teotihuacan at its peak about 500 AD was by far the largest city in the entirety of the New World, unequaled until the final flowering of Tenochtitlan at the very end of that civilization's life. Even today, its temples, palaces and broad squares constitute the most impressive evidence in Mexico of the sophistication, wealth and power of the Pre-Columbian societies. Too little is known of the political, diplomatic or military history of the period to justify a separate list of its own, but we have included a version of what an army of Late Classic Teotihuacan might have looked like shortly before the fall of the City in about 750 AD, to illustrate the continuity and change in Central Mexican military institutions. While the traditional view of Teotihuacan tended to view it as the head of a theocratic society, living for trade, the arts and the gods, current thinking tends to see it as much like any other commercial empire, dominating its hinterland and in more distance places imposing its will where necessary by force. Formative Period Warriors seem to have been armed with LTS and a large rectangular shield, largely replaced by a smaller more maneuverable shield by the Early Classic. The Middle Classic Period saw the introduction of the dart and atlatl combination, which became very widespread but never quite lost its early connotations as a prestige weapon of noble warriors. Body armor and protective helmets completed the accoutrements of a Late Classic warrior. While there is no definitive evidence one way or the other, it seems likely that early formations tended to be close order, and that the introduction of the dart and atlatl probably led to a looser order.

During the centuries following the long decline and fall of Teotihuacan that began around 700 AD, many Nahuatl and Otomi-speaking groups migrated from the north into the settled areas of Central Mexico. The Toltecs, under their great national culture hero Mixcoatl, were the most successful of these groups. Including substantial elements of both language groups, and joined by an element of pre-invasion culture carriers of somewhat obscure origins called Nonoalca, they established a capital at Tula or Tollan on the frontier between the nomadic and civilized zones, and proceeded to extend their control over the Valley of Mexico to the south and beyond. The Nonoalca, who may have come from the Gulf Coast and had affinities with Tabasco, seem to have controlled long-distance trade but not to have participated in military affairs. The Nahuatl-speaking Toltecs appear to have been dominant in the capital, and the Otomis may have had their own center to the east at Tulancingo. In time, the Toltecs acquired all the high arts of civilization and, by the Aztec period, were regarded as preeminent artisans and builders and as representing the very highest type of culture and refinement, as well as being the heirs of the imperial tradition, such that the despised Aztecs in the Successor States Epilogue sought out a Toltec prince to be their king in order to claim that inheritance.

At its height, the area of Toltec authority encompassed central Mexico, bounded to the north by desert, El Tajin to the east, Cholula to the southeast, Xochicalco to the southwest and possibly an early Tarascan kingdom to the west. Their foreign interests seem largely to have been based on the need to control long-distance trade routes, like Teotihuacan before them, and they used merchant enclaves and Toltec settlements to dominate outlying routes and areas. The Toltec military was well organized, and they faced few external competitors. In particular, it appears that they had no trouble with controlling the Chichimecs, and their capital was unfortified despite being located on the very edge of the nomadic zone. (There is some basis, however, for believing that the great fortress at La Quemada in the north was occupied by the Toltecs and used to control hostile Chichimec groups.) While the traditions have preserved few details, it appears that Tollan declined, perhaps in part due to internal discord and in part to a long period of desiccation felt most keenly in the north, and was destroyed in about 1179 AD by a combination of famine, rebellion and massive Chichimec invasions. Toltec arms and organization reflect a large state-controlled system, and the presence of military orders such as the Coyote and Jaguar knights further suggest a highly organized army. Toltec soldiers carried round shields and used the atlatl and dart as their primary missile weapon. The principal Toltec military innovation was the development of a curved wooden slashing weapon set with obsidian blades to provide an efficient cutting edge, represented here as 1HCW, and the adoption of the light round shield pictured in battle murals at Cacaxtla near Puebla. (The weapon and its combination with the round shield may actually have originated with Olmeca-Xicallanca groups from the Gulf Coast, but its use was certainly greatly expanded by the Toltecs.) The sword and shield combination enabled Toltec soldiers to slash and parry without otherwise exposing themselves to counterblows. The presence of slings is conjectural but likely given their prevalence throughout the area. Despite their living on the

Chichimec frontier, and their close and not always hostile contact with those nomadic groups, they do not appear to have adopted the bow. While there is no direct evidence for the use of Chichimec mercenaries, given their proximity and warlike nature it seems likely that they would have been available for such purposes.

At one point, it appears that factional fighting, which may have had religious or ethnic roots, resulted in one Toltec group being expelled from the capital, only to wander for years under a second Toltec culture hero, Quetzalcoatl. This group appears to have been associated with the Nonoalca, and some portions of it may have found their way back to Tabasco. Whether this event occurred early on or very late in the history of Tula (or, indeed, whether the traditions have any historical basis at all) has been debated at length, but what is clear is that significant Toltec elements were well-established by about 1200 AD at Culhuacan, near Chapultepec, at the opening of what may be regarded as the period of more securely known historical fact, and that Toltec influence is predominant at Chichen Itza in the Yucatan after about 980 AD. The considerations that bear on this subject are numerous and often obscure, but Culhuacan was regarded as being ethnically and culturally Toltec, and the successor to the Toltec heritage, and Chichen Itza was built on an architectural plan, and with artistic and architectural elements, that mirror similar elements at Tollan to a remarkable degree and are unmistakably Toltec in character. The identification of the Toltecs with the intruders who refounded Chichen Itza is furthered by the identical meanings ("feathered serpent") of the Nahuatl Quetzalcoatl and the Mayan Kukulcan, who was one of the leading gods and legendary leaders of the Toltec/Itza in the Yucatan.

In keeping with a familiar pattern, the invaders who swamped the Toltecs and destroyed their state settled down and eventually adopted many of the ways of the local population, emerging in time with their own city-states and aspirations to dominate others, some even attempting to replicate Toltec rule. These city-states formed compact little powers, contending with one another for mastery in their own regions before the rise of the Aztecs, and are represented here by the Toltec Successor States Epilogue. A Toltec remnant occupied Culhuacan, and for a time asserted a right to lead the others. The Otomi had a center at Xaltocan in the northeast, and important Chichimec elements appeared at about the same time at Tenayuca on Lake Texcoco, as well as in the cities on Lakes Chalco and Xochimilco to the south and those of the Puebla-Tlaxcala Valley to the east. The most important of these city-states, however, proved to be Azcapotzalco, at one time a cultural successor site to the fallen Teotihuacan but at this time occupied by Tepanecs from the Toluca Valley to the west. During the long reign of Tezozomoc (1363-1426 AD), a brilliant if unscrupulous politician and soldier, the Tepanecs overcame all the other cities of the Valley and established if briefly a local "empire" of unrivaled power. Part of the secret of their success lay in their judicious use of Aztec mercenaries, at that period fierce and still barbarous warriors with little claim to high culture and no fixed abode, originally working primarily for the Toltecs in Culhuacan but then shifting their allegiance in time to catch the rising Tepanec star. Acting under Tepanec auspices (and, despite Aztec claims of conquest, probably as a subordinate part of a larger Tepanec army), Aztecs from Tenochtitlan played a key role in the capture in 1367 AD of Culhuacan from the Toltecs, and other Aztec groups from Tlatelolco in the capture in 1371 AD of Tenayuca from the Acolhua Chichimecs, who thereupon removed their seat to Texcoco. For as long as the wily old brute lived, the Tepanec mastery was unchallenged and, at the end of his reign, Tezozomoc finally took Texcoco, the Acolhua capital, and killed its king, Ixtlilxochitl, sending his young heir, Netzahualcoyotl, into exile. Upon the death of Tezozomoc, a succession struggle broke out among his sons, out of which the ruthless Maxtla emerged the victor. However, his success in unseating the heir apparent undermined his authority, and a Tepanec faction headed by the city of Tlacopan under another son of Tezozomoc supported the Aztecs and a resurgent Texcoco, under the returning Netzahualcoyotl, in opposing and ultimately overthrowing Maxtla and the rule of Azcapotzalco. The Triple Alliance of Tenochtitlan, Texcoco and Tlacopan that emerged from these events went on to form the Aztec empire, which ruled Central Mexico until the Spanish Conquest.

8. Araucanian 1460 AD – 1601 AD

CinC as MI LTS or JLS, B, Sh with PA standard + 3 Irr B MI LTS or JLS, B, Sh @ 130 pts, or as LMI LTS or JLS, B, Sh with PA standard + 2 Irr B LMI LTS or JLS, B, Sh @ 125 pts	1
Sub-general as MI LTS or JLS, B, Sh with P standard + 3 Irr B MI LTS or JLS, B, Sh @ 70 pts, or as LMI LTS or JLS, B, Sh with P standard + 2 Irr B LMI LTS or JLS, B, Sh @ 65 pts	0-2
Tribal Ally-general as LMI JLS, B, Sh with P standard + 2 Irr B LMI JLS, B, Sh @ 90 pts	*1-2
Araucanian Bodyguard Irr B MI or LMI LTS or JLS, B, Sh @ 20 pts if MI, @ 15 pts if LMI	0-3/general
Araucanian Warriors Irr C MI or LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI	16-72
Extra to give only B-armed Araucanian Warriors 2HCW @ 4 pts if MI, @ 3 pts if LMI	0-1/4
Extra to give only B-armed Araucanian Warriors HTW @ 4 pts if MI, @ 3 pts if LMI	0-1/4
Extra to give other Araucanian Warriors LTS or JLS @ 4 pts if MI, @ 3 pts if LMI	any
Extra to upgrade double-armed Irr C Araucanian Warriors to Irr B as Sealskin Veterans @ 4 pts if MI, @ 3 pts if LMI	0-1/2
Extra to upgrade entire units of Irr B Araucanian Warriors to Irr A @ 4 pts if MI, @ 3 pts if LMI	0-8
Araucanian Runners Irr C LI JLS or B @ 4 pts	6-24
Extra to give Araucanian Runners Sh @ 2 pts	any
Extra to upgrade Irr C Araucanian Runners to Irr B @ 2 pts	any
Tribal Veterans Irr B LMI JLS, B, Sh @ 15 pts	*0-8
Tribal Warriors Irr C LMI or LI B @ 6 pts if LMI, @ 4 pts if LI	*12-36
Extra to replace Tribal Warriors' B with S @ 0 pts	0-1/2
Extra to give only B-armed Tribal Warriors 2HCW @ 3 pts if LMI, @ 2 pts if LI	0-1/4
Extra to give only B-armed Tribal Warriors HTW @ 3 pts if LMI, @ 2 pts if LI	0-1/4
Extra to give other Tribal Warriors JLS @ 3 pts if LMI, @ 2 pts if LI	0-1/2
Extra to give Tribal Warriors Sh @ 3 pts if LMI, @ 2 pts if LI	any
Late Period (1556 AD – 1601 AD)	
CinC as HC JLS, Sh with PA standard + 2 Irr B HC JLS, Sh @ 133 pts	1
Sub-general as HC JLS, Sh with P standard + 2 Irr B HC JLS, Sh @ 73 pts	0-1
Araucanian Cavalry Irr B HC JLS, Sh @ 27 pts	0-7
Extra to upgrade double-armed Irr B Araucanian Warriors to Reg B @ 4 pts if MI, @ 9 pts if LMI	0-1/2
Extra to upgrade double-armed Irr C Araucanian Warriors to Reg C @ 4 pts if MI, @ 8 pts if LMI	0-1/2
Extra to replace Reg MI Araucanian Warriors' LTS, B with P @ -4 pts	0-1/2
Extra to exchange LTS or JLS, B, Sh of Reg C LMI Araucanian Warriors for HG as Araucanian Arquebusiers @ -8 pts	0-4

Climate: Cold.

Historical Opponents: 4, 5, Feudal Warrior 34.

Boats: No.

List Rules: Araucanian Warriors armed with pike do not count a 3rd or 4th rank when fighting in hand-to-hand combat.

Notes: Minimums marked * apply only if Tribal Allies are used. In the Late Period, no CinC other than the one specified for that period may be used. No unit may have more than 1/2 of its elements armed with 2HCW or HTW, nor may two of those weapons be used in the same unit. Late Period Araucanian Arquebusiers may fight in separate units or in mixed units with Reg LMI Araucanian Warriors.

Background: The Araucanians of Chile were the fiercest people living on the western coast of South America at the time of the Incan expansion. There are indications that they called themselves “Mapuche” (meaning “people of the land”), with neighbors to the south being called “Huilliche” and those to the north “Picunche,” but these may in fact have been separate groups. In 1460 AD and again in 1491 AD, Incan rulers sent armies south of the river Maule in an attempt to complete the subjugation of the west coast. Both times, the Incas met fierce resistance from the Araucanians, and eventually settled for a border at the Maule with two forts guarding the region. One of Pizarro's aides, Diego de Almagro, led an expedition into Araucanian territory that accomplished little and withdrew after three years. Another of Pizarro's officers, Pedro de Valdivia, led a second expedition south in 1540 AD, and established several settlements in Araucanian territory in the 1550's. However, he never subjugated the Araucanians. Under their talented war-leader or *toqui* Lautaro, the Araucanians organized a successful counter-attack in 1553 AD, killing Valdivia and devastating the Spanish settlements. Before his death, Valdivia described the Araucanians as having more tenacity in battle than any European soldier. By 1556 AD, Lautaro had driven the Spaniards back across the Maule, but was ambushed and killed in 1557 AD at Peteroa, which allowed the Spaniards to recover some of the lost ground. A general rising in 1598 AD under the *toqui* Paillamacu resulted in more Spanish defeats, the death of Governor Garcia de Loyola, and a new era of Araucanian military success. By 1601 AD, the close of the period, the Araucanians had once again regained control of their entire territory, maintaining their independence until 1621 AD. Organized resistance continued for another 100 years, and didn't really end until the late 19th Century AD. Araucanian tribes normally lived in dispersed groups, but were capable of considerable unity when faced with an outside threat. When war threatened, a tribal chief would send a bloodstained arrow to others in order to call a meeting to elect a *toqui*. Chiefs participating in a campaign acted as sub-generals, and given the far-flung nature of Araucanian settlements, tribes from distant areas were likely to join as allies, as appears to have happened when the Araucanians and several other northern Chilean tribes defeated an Incan army at the Maule.

Veterans wore sealskins of many colors, and their helmets were colorfully decorated with flowers. Other warriors most likely wore the traditional thigh-length white shawl around their waist, although black, orange and brown were also used. Bows were favored weapons, ranging from a weapon 3 feet in length shooting short, poison-tipped arrows, to a 6-foot longbow used by some northern Chilean tribes. (The latter apparently did not have the characteristics of an English longbow, and so are considered B here.) Araucanian weaponry included javelins and spears reportedly up to 16 feet in length. There is considerable Spanish testimony as to the Araucanians fighting in close-order formations in the later period; while that practice may have been simply a reaction to the threat posed by Spanish cavalry, the ease with which the Araucanians adopted such formations suggests that they may well have done so earlier. Accordingly, we allow both close and loose order, and treat Araucanian spear as LTS evolving to P in the later period. The 2HCW was a 6-foot long club that the Spaniards referred to with the generic term *macana*. Various types of rope weapons including lassos and bolas were also used, and have been classified as HTW. Shields were noted in later battles and were probably used earlier. The Araucanians quickly adapted to Spanish weapons and tactics. By the 1580's AD, Spanish accounts describe Araucanian armies as marshaled on the battlefield "in manner like the Christians," and their infantry "packed together ... like Germans." Captured Spanish troopers taught them how to ride and fight from horseback, and sizeable bodies of cavalry were to be found in their armies by 1568 AD. Handguns were never numerous, and ammunition always scarce, but those they had were used effectively. The few captured cannon they possessed, however, were never used in the field.