



NORTH AMERICA AND OCEANIA

AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**



ARMY LISTS

NORTH AMERICA AND OCEANIA

CONTENTS

- | | |
|---------------------------------|-----------------|
| • Eastern Woodland Culture | 900 to 1500 CE |
| • Mound-Builder Culture | 900 to 1500 CE |
| • Plains Culture | 900 to 1500 CE |
| • Pueblo Culture | 900 to 1500 CE |
| • Tu'i Empire | 950 to 1500 CE |
| • Hawaiian | 1000 to 1500 CE |
| • Pacific Northwest Culture | 1100 to 1500 CE |
| • Timucuan | 1200 to 1500 CE |
| • Moa-Hunter Maori | 1280 to 1500 CE |
| • Southeastern Woodland Culture | 1300 to 1500 CE |

CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

Use the army lists to create your own customised armies using the Mortem et Gloriam Army Builder.

There are few **general rules** to follow:

1. An army must have at least 2 generals and can have no more than 4.
2. You must take at least the minimum of any troops noted, and may not go beyond the maximum of any.
3. No army may have more than two generals who are Talented or better.
4. Unless specified otherwise, all elements in a UG must be classified identically. Unless specified otherwise, if an optional characteristic is taken, it must be taken by all the elements in the UG for which that optional characteristic is available.
5. Any UGs can be downgraded by one quality grade and/or by one shooting skill representing less strong, tired or understrength troops. If any bases are downgraded all in the UG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.

Where **allies** are allowed they must conform to the following rules:

1. They must be a minimum of 2 and a maximum of 4 UGs.
2. They must take UGs sufficient to get them to at least 50% of the minimums in the list being used.
3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
4. Unless specified in the notes, the general must be the same type as the army commander in the main list but cannot be legendary.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Where an internal ally is allowed, and no contingent is specified they must conform to the following rules:

1. They must be a minimum of 2 and a maximum of 4 UGs.
2. The total number of troops taken of each type in the entire army must not exceed the maxima for that troop type.
3. They must take UGs sufficient to get them to at least 50% of the minimums in the list if there is sufficient allowance for a UG after the core army itself has taken the minimum.
4. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

HISTORICAL INTRODUCTION

Before contact with Europeans, the indigenous peoples of North America were divided into many different polities, from small bands of a few families to large empires. They lived in several "culture areas", which roughly correspond to geographic and biological zones and give a good indication of the main lifestyle or occupation of the people who lived there.

Although referring to the voyages of Christopher Columbus, the term Pre-Columbian is used to describe American indigenous cultures until Europeans either conquered or significantly influenced them. In Pre-Columbian America there were no horses or wheeled vehicles, but a series of sophisticated civilisations arose.

To the North American cultures, we have added army lists for several Oceanic cultures. Although canoes from the Pacific Northwest reached Hawaii and an Inca emperor may have visited Easter Island, there was no practical cultural exchange between the Polynesians and Melanesians and the Americas.

EASTERN WOODLAND CULTURE



ARMY COMMANDER	1	Any Instinctive	DATES	900 CE to 1500 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Forest, Mountains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Best warriors	INFANTRY	Tribal Flexible	Superior	Protected	-	Short Spear	-	Integral Shooters, Melee Expert	0 24	6
Warriors	INFANTRY	Tribal Flexible	Average	Unprotected	-	Short Spear	-	Integral Shooters, Melee Expert	24 144	6,8,9
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 18	6,9
Skirmishing archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

NOTES

A command may not have more than one TuG of best warriors.
Up to half the TuGs in the army may be upgraded to melee expert.

HISTORICAL NOTES

The Eastern Woodland culture consists of two main groups, the Algonquin and the Iroquois. They often operated as confederacies of related tribes. Iroquian tribes included the Susquehannock in Pennsylvania, and Hurons of Canada.

TROOP NOTES

Warriors were armed with bows and mixed weapons. Large shields were depicted by Europeans.

CHANGES FROM LAST VERSION

None.

MOUND-BUILDER CULTURE



ARMY COMMANDER	1	Any Instinctive	DATES	900 CE to 1500 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Forest
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Nobles and retainers	INFANTRY		Superior	Protected	-	Short Spear	-	Integral Shooters,	0	6
	Tribal Loose				-			Melee Expert	24	
Honoured men	INFANTRY		Average	Protected	-	Short Spear	-	Integral Shooters,	12	6,8,9
	Tribal Loose				-			Melee Expert	84	
Subject tribesmen	INFANTRY		Average	Protected	-	Short Spear	-	Combat Shy	12	6,8,9
	Tribal Loose				-				72	
Archers	INFANTRY		Average	Unprotected	Experienced	-	-	Combat Shy	8	6,8
	Tribal Loose				Bow				64	
Skirmishing archers	INFANTRY		Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher				Bow				36	
Skirmishers	INFANTRY		Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher				Javelin				18	

NOTES

A command may not have more than one TuG of nobles and retainers.
 Up to half the TuGs of nobles and retainers and honoured men (combined) may be upgraded to melee expert.

HISTORICAL NOTES

The Mound-Builder culture refers to North American tribes who constructed mounds for residential and ceremonial purposes. Towns were protected by palisades. Mound-Builder states were based on the south coast of the Great Lakes, the Ohio valley and the Mississippi valley. It includes the Natchez. Minor regional states existed in Florida, Georgia and elsewhere.

TROOP NOTES

Bows were in common use. The single-handed club was the most common melee weapon. Other weapons included spears. Shields provided protection.

CHANGES FROM LAST VERSION

None.

PLAINS CULTURE



ARMY COMMANDER	1	Any Instinctive	DATES	900 CE to 1500 CE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Plains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Best warriors	INFANTRY		Superior	Protected	-	Short Spear	-	Integral Shooters, Melee Expert	0	6
	Tribal Loose				-				24	
Warriors	INFANTRY		Average	Protected	-	Short Spear	-	Integral Shooters, Melee Expert	24	6,8,9
	Tribal Loose				-				144	
Skirmishing archers	INFANTRY		Average	Unprotected	Experienced	-	-	Combat Shy	0	6,9
	Skirmisher				Bow				72	

NOTES

A command may not have more than one TuG of best warriors.
Up to half the TuGs in the army may be upgraded to melee expert.

HISTORICAL NOTES

Plains culture covered much of the west. Most tribes were nomadic. Tribes included the Lakota/Sioux, Assiniboine, Crow, Blackfeet, Arapaho, Cheyenne and Gros Ventre.

TROOP NOTES

This era was prior to the introduction of the horse. Weapons included spears and clubs. Bows were also common. Shields and armour consisting of multiple layers of skins were used.

CHANGES FROM LAST VERSION

None.

PUEBLO CULTURE



ARMY COMMANDER	1	Any Instinctive	DATES	900 CE to 1500 CE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Desert, Standard
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Best warriors	INFANTRY		Superior	Protected	-	Short Spear	-	Melee Expert	0	6
	Tribal Loose				-				24	
Warriors	INFANTRY		Average	Unprotected	-	Short Spear	-	Melee Expert	12	6,8,9
	Tribal Loose				-				36	
Archers with shield bearers	INFANTRY		Average	Protected	Experienced	-	-	-	24	6,8
	Tribal Loose				Bow				80	
Skirmishers with atlatl	INFANTRY		Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher				Darts				18	
Slingers	INFANTRY		Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher				Sling				18	
Skirmishing archers	INFANTRY		Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher				Bow				27	

ALLIES

Chichimec allies

NOTES

A command may not have more than one TuG of best warriors.

Up to half the TuGs of best warriors and warriors (combined) in the army may be upgraded to melee expert.

HISTORICAL NOTES

The Pueblo culture dominated Arizona and New Mexico. Each tribe occupied rock or plaster palisaded towns (pueblos). The Pueblo peoples included Hopi, Zuni, Tewa, Tiwa, Pior, Tano and Pecos.

TROOP NOTES

Melee weapons included spears, clubs and knives. Missile weapons included the atlatl, slings, bows and boomerang type missiles. Artwork shows shields of various sizes.

CHANGES FROM LAST VERSION

None.

TU'I EMPIRE



ARMY COMMANDER	1	Any Instinctive	DATES	950 CE to 1500 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Coastal, Mountains, Jungle
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX			
Best warriors	INFANTRY		Superior	Unprotected	-		-	Fleet of Foot, Devastating Chargers	Melee Expert	0	6	
	Tribal Loose				-	24						
Warriors	INFANTRY		Average	Unprotected	-		-	Fleet of Foot, Devastating Chargers	Melee Expert	24	6,8,9	
	Tribal Loose				-	144						
Slingers	INFANTRY		Average	Unprotected	Experienced		-	Combat Shy	-	0	6,9	
	Skirmisher				Sling	27						
Archers	INFANTRY		Average	Unprotected	Experienced		-	Combat Shy	-	0	6,9	
	Skirmisher				Bow	9						

NOTES

A command may not have more than one TuG of best warriors.
Up to half the TuGs of best warriors and warriors (combined) in the army may be upgraded to melee expert.

HISTORICAL NOTES

In 950 CE, Tu'i Tonga 'Aho'eitu started to expand his rule outside of Tonga. By the time it comes to the 10th Tu'i Tonga Momo, and his successor, 'Tu'itatui, the empire included parts of Fiji, parts of Samoa and islands from Tikopia in the west to Niue in the east. Tributes were extracted from chiefdoms. The success of the empire was based upon an imperial navy. In the 13th or 14th century Sāmoa defeated Tu'i Tonga Talakaifaiki under the lead of the Malietoa family. The successive leaders became more brutal in their attempts to sustain the empire.

TROOP NOTES

Fijians, Tongans and Samoans used short, two handed clubs and charged fiercely to close combat behind a hail of spears and weighted throwing clubs.

CHANGES FROM LAST VERSION

Fleet of Foot.

HAWAIIAN



ARMY COMMANDER	1	Any Instinctive	DATES	1000 CE to 1500 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Guard pikemen	INFANTRY	Superior	Unprotected	-	Pike	-	Fanatic	0	8
	Tribal Close			-				8	
Papa-kaua pikemen	INFANTRY	Average	Unprotected	-	Pike	-	-	8	8
	Formed Close			-				24	
Warriors with laau palau	INFANTRY	Average	Unprotected	-	Polearm	-	-	0	6,8
	Formed Close			-				16	
Warriors	INFANTRY	Average	Unprotected	Unskilled	Short Spear	-	Melee Expert, Shoot & Charge	18	6,8,9
	Formed Flexible			Javelin				144	
Slings	INFANTRY	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher			Sling				27	
Skirmishing javelinmen	INFANTRY	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher			Javelin				18	

HISTORICAL NOTES

Based on archaeological evidence, the Hawaiian islands may have been inhabited from around 300 CE. It is possible that a second wave of migration occurred in the 11th century. The history of the islands is marked by a slow, steady growth in population and the size of the chiefdoms, which grew to encompass whole islands. Local chiefs, called ali 'i, ruled their settlements, and launched wars to extend their influence and defend their communities from predatory rivals. Ancient Hawaii was a caste-based society. A battle in 1738 reportedly involved an army of 8,440 men.

TROOP NOTES

Hawaiians used a spear up to six metres in length and used with two hands. Other weapons included javelins, a laau palau - a spear/club up to 3 metres in length used like a halberd and clubs. The sling was the only effective long range weapon.

CHANGES FROM LAST VERSION

Shoot & Charge option.

PACIFIC NORTHWEST CULTURE



ARMY COMMANDER	1	Any Instinctive	DATES	1100 CE to 1500 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Mountains, Coastal
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Best warriors and totem-men	INFANTRY		Superior	Protected	-	Short Spear	-	Integral Shooters, Melee Expert	0	6
	Tribal Loose				-				24	
Warriors	INFANTRY		Average	Unprotected	-	Short Spear	-	Integral Shooters, Melee Expert	24	6,8,9
	Tribal Loose				-				180	
Skirmishing archers	INFANTRY		Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher				Bow				18	
Slings	INFANTRY		Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher				Sling				18	

NOTES

A command may not have more than one TuG of best warriors and totem-men.
Up to half the TuGs of best warriors and warriors (combined) in the army may be upgraded to melee expert.

HISTORICAL NOTES

The North-Western tribes were active traders and practised slavery. Dominant nations included the Athapascan, Tlingit and Salishan.

TROOP NOTES

Missile weapons included bows and slings. Melee weapons included short heavy spears, daggers and clubs. Shields were rare but body armour from elk skin or wood was common.

Totem-men were veteran warriors.

CHANGES FROM LAST VERSION

Increased maximums.

TIMUCUAN



ARMY COMMANDER	1	Any Instinctive	DATES	1200 CE to 1500 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Forest, Jungle
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Best warriors with 2-handed clubs	INFANTRY	Formed Loose	Superior	Protected	-	2-H Cut-Crush	-	-	0	6
Best warriors	INFANTRY	Formed Loose	Superior	Protected	-	Short Spear	-	Melee Expert	0	6
Warriors	INFANTRY	Formed Loose	Average	Unprotected	-	Short Spear	-	Melee Expert	12	6,8,9
Archers	INFANTRY	Formed Loose	Average	Unprotected	Experienced Bow	Short Spear	-	Combat Shy	12	6,8
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0	6,9
Skirmishing archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0	6,9

NOTES

A command may not have more than one TuG of best warriors.
Up to half the TuGs of best warriors and warriors (combined) in the army may be upgraded to melee expert.

HISTORICAL NOTES

The Timicuanians lived in northern Florida and Georgia. They lived in palisaded villages.

TROOP NOTES

Later wood carvings show archers, protected on the flanks by warriors with more warriors in reserve. Warriors were armed with spears or two-handed clubs. Shields and wicker helmets are shown in some depictions.

CHANGES FROM LAST VERSION

Increased maximums.

MOA-HUNTER MAORI



ARMY COMMANDER	1	Any Instinctive	DATES	1280 CE to 1450 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Mountains, Coastal
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE		
Best warriors	INFANTRY		Superior	Unprotected	-		-	-	Melee Expert, Fleet of Foot	-	0	6
	Tribal Flexible				-	24						
Warriors	INFANTRY		Average	Unprotected	-		-	-	Melee Expert, Fleet of Foot	-	24	6,8,9
	Tribal Flexible				-	180						

NOTES

A command may not have more than one TuG of best warriors.

HISTORICAL NOTES

New Zealand was apparently settled by Polynesians from the Society Islands in around 1280 CE. The Moa, a large flightless bird, formed a large part of the diet as Tropical crops struggled to grow in the cooler New Zealand climate.

TROOP NOTES

Maoris favoured the taiaha, a long two-handed wooden sword with a sophisticated fencing technique

CHANGES FROM LAST VERSION

Fleet of Foot.

SOUTHEASTERN WOODLAND CULTURE



ARMY COMMANDER	1	Any Instinctive	DATES	1300 CE to 1500 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Forest, Mountains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE		
Best warriors with 2-handed clubs	INFANTRY	Tribal Loose	Superior	Protected	-	2-H Cut-Crush	-	Integral Shooters	0	6		
					-				6			
Best warriors	INFANTRY	Tribal Loose	Superior	Protected	-	Short Spear	-	Integral Shooters, Melee Expert	0	18		
					-				18			
Warriors	INFANTRY	Tribal Loose	Average	Unprotected	-	Short Spear	-	Integral Shooters, Melee Expert	24	180	6,8,9	
					-				180			
Skirmishers with atlatl	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	24	6,9	
					Darts				24			
Skirmishing archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	24	6,9	
					Bow				24			

NOTES

A command may not have more than one TuG of best warriors.
 Up to half the TuGs of best warriors and warriors (combined) in the army may be upgraded to melee expert.

HISTORICAL NOTES

Southeastern Woodland Culture refers to a range of tribes from various language/cultural groups who largely but not entirely superseded the Mound-Builder culture. Tribes or confederations included the Creek nation, Choctaw, Hitchiti-Creek, Muskogee-Creek, Chickasaw and Cherokee.

TROOP NOTES

Main weapons included bows, spears and war-clubs. Some use of raw-hide armour and shields was made.

CHANGES FROM LAST VERSION

Increased maximums.