

The Swedish Army of the 30 Years War

Key	Unit	Type	FK&P Equivalent	Base Cost	Modifiers	Total Cost	VP	Hits	Save	Ammo	Dash	Melee	Numbers
	Commanding General	Officer	Commanding General	5	~	5	4	~	2+	~	~	~	1
	General	Officer	General	5	~	5	2	~	2+	~	~	~	2-8
	Colonel	Officer	Colonel	4	~	4	1	~	2+	~	~	~	
	Upgrade Officers to Gallant			1	~	1							Any
	Gallant Gentlemen			1	~	1							2-8
	Reiters or Mercenary Reiters	Swedish Horse		6	~	6	2	2	7+	1	3	2	4-12
		Downgrade early period Reiters*	Raw, Poorly Mounted	6	-3	3	2	2	8+	1	2	1	Any
		Upgrade Reiters to Veteran	Veteran	6	2	8	2	2	6+	1	2	1	Any
	Cuirassiers	Cuirassiers		12	~	12	3	3	7+	2	3	2	0-1
	"Swedish Foot"	Pike Heavy Battalia		9	~	9	3	3	7+	1	~	2	0-8**
	"German Foot"	Standard Battalia		9	~	9	3	3	7+	3	~	2	0-8**
	Dragoons	Dragoons		4	~	4	2	2	7+	2	2	1	0-4
		Upgrade Dragoons to Veteran	Veteran	4	2	6	2	2	6+	3	2	1	Any
	Artillery	Artillery		4	~	4	1	1	7+	6	~	1	0-2
	Camp	Camp		1	~	1	3	~	~	~	~	~	~

*Before 1630

**No more than eight Pike&Shot units may be fielded. If any are fielded, before 1632, at least 60% must be "Swedish Foot"; after 1632, at least 60% must be "German Foot".