

## The Danish Army of the 30 Years War (1625-29)

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
	Armoured Reiters	Swedish Horse		6	~	6	2	2	7+	1	3	2	1-5
		Upgrade Arm'd Reiters to Veteran	Veteran	6	2	8	2	2	6+	1	3	2	0-1
	Reiters	Dutch Horse		9	~	9	3	3	7+	2	3	2	1-4
	Danish Foot	Commanded Shot		6	~	6	3	3	7+	3	~	2	1-12*
		Standard Battalia		9	~	9	3	3	7+	3	~	2	
		Upgrade Com'd Shot to Scouts	Commanded Shot, Small Unit, Veteran	6	-2	4	1	1	6+	2	~	2	0-1
		Upgrade Commanded Shot to Eastern Musketeers		9	~	9	3	3	7+	5	~	2	0-2
	Mercenary Foot	Pike Heavy Battalia		9	~	9	3	3	7+	1	~	2	1-4
		Upgrade Mercenaries to Veteran		9	3	12	3	3	6+	2	~	2	0-1
		Downgrade Mercenaries to Raw		9	-3	6	3	3	8+	0	~	2	Any
	Dragoons	Dragoons		4	~	4	2	2	7+	2	2	1	0-1
	Artillery	Artillery		4	~	4	1	1	7+	6	~	1	0-2
	Camp	Camp		1	~	1	3	~	~	~	~	~	~

\*Danish foot must be taken as either all Commanded Shot or all Standard Battalia, not a combination of the two