

Early German Protestant (1618-1631)

| 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 |
| | Early Armoured Reiters | Swedish Horse | | 6 | ~ | 6 | 2 | 2 | 7+ | 1 | 3 | 2 | 1-4* |
| | | Upgrade Early Armoured Reiters to Veteran | | 6 | 2 | 8 | 2 | 2 | 6+ | 1 | 3 | 2 | 0-1 |
| | Early Reiters | Dutch Horse | | 9 | ~ | 9 | 3 | 3 | 7+ | 2 | 3 | 2 | 1-6* |
| | Hungarian Hussars | Light Cavalry | Bow/Carbine, Evade | 4 | ~ | 4 | 1 | 1 | 7+ | 3 | 4 | 1 | 0-8 |
| | German Foot | Pike Heavy Battalia | | 9 | ~ | 9 | 3 | 3 | 7+ | 1 | ~ | 2 | 2-12 |
| | | Upgrade to Veteran | | 9 | 3 | 12 | 3 | 3 | 6+ | 2 | ~ | 2 | up to ½ |
| | | Downgrade to Raw | | 9 | -3 | 6 | 3 | 3 | 8+ | 0 | ~ | 2 | Any |
| | German Musketeers | Commanded Shot | | 6 | ~ | 6 | 3 | 3 | 7+ | 3 | ~ | 2 | 0-2 |
| | Dutch Foot | Standard Battalia | Untried | 9 | -2 | 7 | 3 | 3 | 7+ | 3 | ~ | 2 | 0-4 |
| | Dragoons | Dragoons | | 4 | ~ | 4 | 2 | 2 | 7+ | 2 | 2 | 1 | 0-1 |
| | Artillery | Artillery | | 4 | ~ | 4 | 1 | 1 | 7+ | 6 | ~ | 1 | 1-3 |
| | Camp | Camp | | 1 | ~ | 1 | 3 | ~ | ~ | ~ | ~ | ~ | ~ |

*Armies must field more Dutch Horse than Swedish Horse

Later German Protestant (1633-1635)

| 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 Armoured Reiters to Veteran | | 6 | 2 | 8 | 2 | 2 | 6+ | 1 | 3 | 2 | 0-1 |
| | Reiters | Dutch Horse | | 9 | ~ | 9 | 3 | 3 | 7+ | 2 | 3 | 2 | 1-5 |
| | German Foot | Standard Battalia | | 9 | ~ | 9 | 3 | 3 | 7+ | 3 | ~ | 2 | 2-12 |
| | | Upgrade to Veteran | | 9 | 3 | 12 | 3 | 3 | 6+ | 4 | ~ | 2 | up to 1/3 |
| | | Downgrade to Raw | | 9 | -3 | 6 | 3 | 3 | 8+ | 2 | ~ | 2 | Any |
| | German Militia | Standard Battalia | Untried | 9 | -2 | 7 | 3 | 3 | 7+ | 3 | ~ | 2 | 0-6 |
| | German Musketeers | Commanded Shot | | 6 | ~ | 6 | 3 | 3 | 7+ | 3 | ~ | 2 | 0-2 |
| | Dragoons | Dragoons | | 4 | ~ | 4 | 2 | 2 | 7+ | 2 | 2 | 1 | 0-2 |
| | Artillery | Artillery | | 4 | ~ | 4 | 1 | 1 | 7+ | 6 | ~ | 1 | 1-3 |
| | Camp | Camp | | 1 | ~ | 1 | 3 | ~ | ~ | ~ | ~ | ~ | ~ |

Later German Catholic (1633-1648)

| 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 | 1-6 |
| | | Upgrade Armoured Reiters to Veteran | | 6 | 2 | 8 | 2 | 2 | 6+ | 1 | 3 | 2 | 0-2 |
| | Reiters | Dutch Horse | | 9 | ~ | 9 | 3 | 3 | 7+ | 2 | 3 | 2 | 1-5 |
| | | Upgrade Reiters to Cuirassiers | | 12 | ~ | 12 | 3 | 3 | 7+ | 2 | 3 | 2 | 0-1 |
| | Wallenstein Lancers | Eastern Horse | Pistols, Lance, Veteran | 6 | 3 | 9 | 2 | 2 | 6+ | 1 | 4 | 2 | 0-1 |
| | Croats | Light Cavalry | Carbines, Evade | 4 | ~ | 4 | 1 | 1 | 7+ | 3 | 4 | 1 | 0-3 |
| | Hungarian Hussars | Light Cavalry | Bow/Carbine, Evade | 4 | ~ | 4 | 1 | 1 | 7+ | 3 | 4 | 1 | 0-2 |
| | German Foot | Standard Battalia | | 9 | ~ | 9 | 3 | 3 | 7+ | 3 | ~ | 2 | 2-14 |
| | | Upgrade to Veteran | | 9 | 3 | 12 | 3 | 3 | 6+ | 4 | ~ | 2 | up to ½ |
| | German Militia | Standard Battalia | Untried | 9 | -2 | 7 | 3 | 3 | 7+ | 3 | ~ | 2 | 0-4 |
| | German Musketeers | Commanded Shot | | 6 | ~ | 6 | 3 | 3 | 7+ | 3 | ~ | 2 | 0-2 |
| | Dragoons | Dragoons | | 4 | ~ | 4 | 2 | 2 | 7+ | 2 | 2 | 1 | 0-2 |
| | Artillery | Artillery | | 4 | ~ | 4 | 1 | 1 | 7+ | 6 | ~ | 1 | 1-4 |
| | Camp | Camp | | 1 | ~ | 1 | 3 | ~ | ~ | ~ | ~ | ~ | ~ |