

## Renaissance to do list.

[23/01/2019]

This is the REN to do list, to the point where everything we've started, we'll finish.

I think that all this is pretty much self-explanatory.

Where packs are marked as [Dolls] mean we have the parts necessary to start work on these models instantly and without future investment of time to build them to the 'halfway stage', as we do with all models.

Those marked as [Work in Progress], are exactly that. Nick is working on these codes, to complete on or before the next meeting.

### Early 16thC

<b>Italian</b>	General (1)	[Dolls]	
	Artillery Crew (1)	[Dolls]	
<b>Spanish</b>	General (1)	[Dolls]	
<b>German</b>	General (1)		
	Burgundians, on armoured horses (2)		
	German Feudal Knights (3)		
	German mtd shot troops, various (2)		
	Artillery Crew (1)	[Dolls]	
	Organ gun (1)		[13]

### Middle 16thC

<b>German</b>	Reiter (5)		
<b>English</b>	Dismounted Boarders (3)	[Work in Progress]	
<b>French</b>	Horse holders (1)	[Work in Progress]	[9]

### Late 16thC

<b>Dutch</b>	General (1)		
	Carabins (2)		
	Dutch heavy cavalry (5)		
	Regular Dutch foot (8)	[Dolls]	
	Artillery crew/labourers (2)	[Dolls]	[18]
<b>Spanish</b>	General (1)		
	Gente d'armas, on half-armoured horses (1)		
	Caballos ligeros (3)		
	Herguletiers (2)		
	Herreruelos (3)		
	Tercio foot (10)	[Work in Progress]	
	Artillery crew/labourers (2)	[Dolls]	[22]

### 17thC

<b>Russians</b>	General (1)	[Dolls]	
<b>Tatar</b>	General (1)	[Dolls]	
	Tatars with firearms (1)	[Dolls]	
<b>Germans</b>	Swordsmen (1)	[Dolls]	[7] = [70]