SAMPLE FORCES USING PIKE AND SHOTTE

Elizabethan sea dogs and adventurers

Captain General:	Command score:		Trait:				Combat Dice	
Unit	**Command**	**Move**	**Armed with**	**H T H**	**Shoot**	**Morale**	**Stamina**	**TRAITS**
Veteran soldiers		**6**	**Harquebus, Mixed pike and Bills , & Swords, etc.**	**5**	**2 at 12**	**4+**	**3**	▪ **First Fire** ▪ **Brave** ▪ **Highly Motivated**
Nobles & Adventurers		**6**	**Harquebus & Swords, etc.**	**5**	**2 at 12**	**4+**	**3**	▪ **Valiant** ▪ **Highly Motivated**
Sea Dogs		**6**	**Harquebus & Swords, etc.**	**5**	**2 at 12**	**4+**	**3**	▪ **Highly Motivated** ▪ **Tough Fighters**
Aggressive Adventurers & Sea Dogs		**6**	**Double Handed Weapons**	**6**	**0**	**4+**	**3**	▪ **Valiant** ▪ **Double Handed Weapons** ▪ **Highly Motivated**
Ships' guns		**The Ship can move 8 whilst off shore.**	**Artillery**	**1**	**3 at 6** **2 at 24** **1 at 48**	**3+**	**4 – the ship itself**	▪ **Must deploy to shoot** ▪ **Highly Motivated**

Artillery	If such weapons roll 2 x1s then the weapon is fouled and cannot be used for the rest of the action
Brave	These soldiers may rally from shaken without an order
Double Handed Weapons	These men are armed with devastating close combat weapons and any foes they fight in Hand to Hand combat have their morale save lowered by -1
First Fire	These soldiers have carefully loaded their muskets so the first time they fire they add+1 D6 to their shooting dice but lose this once it has been used.
Hatred	These Warriors hate the Spanish and can reroll any failed to hit Close combat dice : In addition they always follow up or pursue any Spanish unit which falls back or flees
Highly Motivated	These men may re-roll one failed morale save each time the unit is shot at but not as a result of Hand to Hand combat
Tough Fighters	Unit may re-roll 1 missed combat roll
Untested	Due to the unknown nature of the unit its stamina is randomized. The first time they have to throw to save casualties inflicted on them roll 1D6 – score 1 = 1, score 2, 3 or 4 = 2, score 5 or 6 = 3
Valiant	These men show outstanding valour and can reroll 1 break test during the battle.
Warband	They ignore rough going and linear obstacles and move at ½ in woods:

Spanish soldiers and militia

Captain General/governor:	Command score:	Trait:	Combat Dice

Unit	Command	Move	Armed with	H T H	Shoot	Morale	Stamina	TRAITS
Spanish Cavalry		**12**	**Lances, Harquebus 8**	**6**	**0**	**4+**	**3**	▪ **Brave** ▪ **Heavy Cavalry**
Spanish musketmen		**6**	**Muskets & Swords**	**2**	**3 at 18**	**4+**	**3**	▪ **First Fire**
Spanish pikemen		**6**	**Pikes & Swords**	**6**	**0**	**4+**	**4**	▪ **Pikemen** ▪ **Stubborn**
Spanish Swordsmen		**6**	**Sword & Buckler**	**6**	**0**	**4+**	**3**	▪ **Swordsmen**
Militia harquebusiers		**6**	**Harquebus & Swords**	**2**	**3 at 12**	**4+**	**3**	▪ **Freshly Raised**
Militia pike		**6**	**Pikes & Swords**	**5**	**0**	**4+**	**3**	▪ **Pikemen** ▪ **Freshly Raised**
Indian allies		**8**	**Short Bows & Hand Weapons**	**3**	**2 at 12**	**5+**	**Variable**	• **Fire & Evade** • **Skirmishers** • **Untested**
Artillery		**6 if limbered** **3 if man handled**	**Artillery**	**1**	**3 at 6/ 2 at 18** **1 at 36**	**4+**	**2**	▪ **Must deploy to shoot**

Artillery	If such weapons roll 2 x1s then the weapon is fouled and cannot be used for the rest of the action
Short Bows	Enemy Morale improves by +1 due to light impact: they cannot be used for Closing fire unless the Indians pass a Fire and Evade order
Brave	These soldiers may rally from shaken without an order
First Fire	These soldiers have carefully loaded their muskets so the first time they fire they add+1 D6 to their shooting dice but lose this once it has been used.
Fire and Evade	The Unit may give closing fire and then evade
Freshly Raised	On the first turn they have to shoot or fight roll 1D6 to see how they will respond 1 = **Hijole!** - Terror – becomes disordered and only hits on a 6 on this turn 2 – 3 = **Ay Caramba!** - Panic – only hits on a 6 on this turn 4 – 5 = **No Hay Pedo!** – no problem - made of sterling stuff - Act as normal 6 = **Viva Real!** - +1 dice when shooting or fighting on this turn
Heavy Cavalry +1	When fighting the enemy these soldiers add+1 to the combat outcome results
Militia	Does not obey its orders if its dice roll equals its command score- to move or follow other commands it must score under its command score.
Pikemen	Any soldiers fighting these soldiers frontally lose their charge bonus due to the reach of these weapons
Skirmishers	They ignore rough going and linear obstacles and move at ½ in woods: shooting at them is at -1 to hit. They cannot attack formed troops unless their foes are shaken, disordered or they can attack their flanks or rear or their foes are already in close combat with another unit.
Stubborn	Unit may re-roll one failed morale save
Swordsmen	When fighting enemy foot, these soldiers add1D3 to the combat outcome results
Untested	Due to the unknown nature of the unit its stamina is randomized: The first time they have to throw to save casualties inflicted on them roll 1D6 – score 1 = 1, score 2, 3 or 4 = 2, score 5 or 6 = 3