

BRIGHT CLOTHES & WARM WEATHER

MASTER UNIT SHEET								
UNIT TITLE	TYPE	KEY	MELEE			DEFENCE	WEAPON	COST
			<i>Front</i>	<i>Flank</i>	<i>Special</i>			
Gendarmes	HC	Y	6	2	0	2	Lance	6
Lancers	HC	Y	5	2	0	2	Lance	5
Italian Lancers (Lanca Spezatta)	HC	Y	4	2	0	1	Lance	4
Reiters	HC	Y	4	0	0	2	pistol	4
Stradios	LC	1/2	2	0	0	1	javelin	3
Ginetes	LC	1/2	3	0	0	1	javelin	4
Argoulets	LC	N	1	0	0	1	Arquebus	3
Argoulets	LC	N	1	0	0	1	Crossbow	3
Swiss Pike (Old Cantons)	FT	Y	8	5	0	1	Pike	7
Gruyere Swiss	FT	Y	7	4	0	1	Pike	6
Landsknechts/Spanish	FT	Y	7	4	0	1	Pike	6
French Pike	FT	Y	6	3	0	1	Pike	5
Italian Pike	FT	Y	6	0	0	1	Pike	4
Italian City Guards	FT	Y	5	1	1	1	Halberd	3
Sword & Buckler	FT	Y	4	1	2	1	sword/buckler	3
Bloodflag/Forlorn Hope	FT	Y	4	1	2	1	Halberd	3
Formed Arquebusiers	FT	1/2	4	1	1	1	Arquebus	3
Formed Crossbowmen	FT	1/2	4	1	1	1	Crossbow	3
Francs Archers	FT	Y	4	1	1	1	Longbow	3
Skirmishers Crossbow	SI	N	2	1	1	2	Crossbow	1
Skirmishers Arquebus	SI	N	2	1	1	2	Arquebus	2
Heavy artillery	H/ART	Y	2	0	0	1	Heavy	5
Medium Artillery	M/ART	Y	2	0	0	1	Medium	4
Light Artillery	L/ART	N	2	0	0	1	Light	3
Tercio (after 1530)	FT	Y 2 key units	6	4	0	1	Pike/Arquebus	8

TERMINOLOGY:

Y=Yes; N= No

H/ART= Heavy Artillery

M/ART= Medium Artillery

L/ART= Light Artillery

FT= Foot troops

SI= Skirmishing Infantry

LC = Light Cavalry

HC= Heavy Cavalry

Movement is determined by troop type, and has some strict rules for moving and manoeuvring in the same turn. Some units, mainly cavalry and skirmishers can move and wheel and some can only move *or* wheel. A complex manoeuvre is one that involves changing formation or direction via a ninety degree turn on the spot, rather than a wheel. This has a 50% chance of failure, which causes a disorder, so is not for the faint hearted.

MOVEMENT		
Infantry	6" or a 2" wheel	½ move after firing
Skirmishing Infantry	9" and a 2" wheel	½ move after firing
Light Cavalry	15" and a 2" wheel	½ move after firing
Heavy Cavalry	15" and a 2" wheel	
Gendarmes	12" and a 2" wheel	
Guns	6"	No movement once deployed (except Light Guns)

Ranges are as follows:

RANGES	
Crossbows/Longbow	18"
Arquebus	12"
Musket	24"
Javelins	6"
Heavy Guns	48"
Medium Guns	40"
Light guns	32"

- Firing is a straight opposed dice roll, with the following adjustments:
 - 1 to the firers roll if Javelins, Crossbows, Longbows or Guns at more than half range.
 - 1 if firing unit is disordered.
 - 1 to the firers roll if light guns firing.
 - +1 to heavy guns firing at any range
 - +1 to all artillery firing at ¼ range (cannister)

Do not forget:

- Some troops (Gendarmes, Reiters, skirmishers and Lancers) roll **2 dice** and choose the highest as their defence.
- All** the above additions and deductions are cumulative.
- Artillery must dice to reload **after each shot**. Roll a dice: 1-3 they have not yet reloaded; 4-6 they have and can fire next turn.

Units break and are removed from the field, when they have suffered the following hits from fire or from melee losses:

BREAK POINT	
Foot	4
Tercio	6
Skirmishers	1
Light Cavalry	2
Heavy Cavalry	3
Sword & Buckler	3
Bloodflag/Forlorn Hope	3