

Quick Reference Sheet

Command Modifiers	To hit for shooting	To hit for Hand to hand	Morale Save	Combat Result
Roll 2D6 v Command rating Equal or 1 less - 1 move 2 less - 2 moves 3 loss - 3 moves	Roll the number of shooting dice given in unit table. Normally hit on 4, 5 or 6	Roll the number hand to hand dice given in the unit table. Normally hit on a 4, 5 or 6	Roll the number given in the unit table to save a hit. A failure to save results in a casualty	Casualties inflicted and then add modifiers. Side with higher value wins.
-1 if an enemy unit within 6" of the unit receiving the order	-1 Attackers shaken and/or disordered	+1 Attackers charging or counter charging	+1 Cover	+1 Rear support (3")
-1 for every full 12" between commander and the unit he is issuing orders to.	-1 The target is not clear	+1 Winning	+2 Buildings or fortification	+1 Each Flank support (3")
	-1 The target is Artillery	-1 Shaken and/or disordered	-2 Hit by artillery	+2 Cavalry vs. Non-pike infantry
	+1 Close range or closing fire (do not count both)	-1/face Engaged in flank or rear	Pike -1 for two mud markers	+2 Pike vs. Cavalry
			Heavy Cavalry -1 for 1 mud marker -2 for two mud markers	+2 Buildings or fortification

Charles Tiercelin

9

+1 Die on Hand to Hand Attacks



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
4 units	Stradiot	12"	6"	2	6	5+	3	Fire and Evade Marauders
8 units	Mounted Shot	12"	12"	2	4	5+	3	

Fire and Evade: To evade the unit must pass command test. If successful they complete closing fire and then move one full move away. If unsuccessful they must stand to receive charge.

Marauders: Ignore distance modifiers for command.

Francis I King of France

10



+2 Dice on Hand to Hand Attacks

	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
2 units	Household Gendarmes	9"	-	-	10	3+	4	Elite 4+. Heavy Cavalry Charge +D3 Lance
4 units	Archers	9"	-	-	8	4+	4	Elite 6+ Heavy Cavalry Charge +1 Lance

Elite: At the start of the command phase, Elite units that are disordered and not engaged roll a dice to overcome disorder.

Heavy Cavalry Charge: When charging or counter charging, the unit receives a bonus to the combat result

Lance: Enemy cavalry have -1 to their morale save when the unit is charging or counter charging. Enemy infantry have -2.

Cavalry vs. Pike: If cavalry charge pikes that are not already engaged or disordered, no bonuses or special rules apply. Also the pike receive double the number of Hand to Hand dice.

Any move within 6" of a mud marker reduces heavy cavalry movement to 6".

Any move within 6" of two mud markers reduces heavy cavalry movement to 3"

Bonnivet

9

+1 Die on Hand to Hand Attacks



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
2 units	Gendarmes	9"	-	-	10	3+	4	Elite 4+ Heavy Cavalry Charge +1 Lance
4 units	Archers	9"	-	-	8	4+	4	Elite 6+ Heavy Cavalry Charge +1 Lance

Elite: At the start of the command phase, Elite units that are disordered and not engaged roll a dice to overcome disorder.

Heavy Cavalry Charge: When charging or counter charging, the unit receives a bonus to the combat result

Lance: Enemy cavalry have -1 to their morale save when the unit is charging or counter charging. Enemy infantry have -2.

Cavalry vs. Pike: If cavalry charge pikes that are not already engaged or disordered, no bonuses or special rules apply. Also the pike receive double the number of Hand to Hand dice.

Any move within 6" of a mud marker reduces heavy cavalry movement to 6".

Any move within 6" of two mud markers reduces heavy cavalry movement to 3"

La Palisse

9

+1 Die on Hand to Hand Attacks



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
2 units	Gendarmes	9"	-	-	10	3+	4	Elite 4+ Heavy Cavalry Charge +1 Lance
4 units	Archers	9"	-	-	8	4+	4	Elite 6+ Heavy Cavalry Charge +1 Lance

Elite: At the start of the command phase, Elite units that are disordered and not engaged roll a dice to overcome disorder.

Heavy Cavalry Charge: When charging or counter charging, the unit receives a bonus to the combat result

Lance: Enemy cavalry have -1 to their morale save when the unit is charging or counter charging. Enemy infantry have -2.

Cavalry vs. Pike: If cavalry charge pikes that are not already engaged or disordered, no bonuses or special rules apply. Also the pike receive double the number of Hand to Hand dice.

Any move within 6" of a mud marker reduces heavy cavalry movement to 6".

Any move within 6" of two mud markers reduces heavy cavalry movement to 3"

Louis II de la Tremoille

9

+1 Die on Hand to Hand Attacks



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
2 units	Gendarmes	9"	-	-	10	3+	4	Elite 4+ Heavy Cavalry Charge +1 Lance
4 units	Archers	9"	-	-	8	4+	4	Elite 6+ Heavy Cavalry Charge +1 Lance

Elite: At the start of the command phase, Elite units that are disordered and not engaged roll a dice to overcome disorder.

Heavy Cavalry Charge: When charging or counter charging, the unit receives a bonus to the combat result

Lance: Enemy cavalry have -1 to their morale save when the unit is charging or counter charging. Enemy infantry have -2.

Cavalry vs. Pike: If cavalry charge pikes that are not already engaged or disordered, no bonuses or special rules apply. Also the pike receive double the number of Hand to Hand dice.

Any move within 6" of a mud marker reduces heavy cavalry movement to 6".

Any move within 6" of two mud markers reduces heavy cavalry movement to 3"

Duke D'Alencon

9



+1 Die on Hand to Hand Attacks

	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
1 unit	Gendarmes	9"	-	-	9	3	4	Elite 5+ Heavy Cavalry Charge +1 Lance
3 units	Giovanni Light cavalry	12"	12"	2	2	5	3	
4 units	French crossbow	6"	18"	2	2	5	3	No closing fire
6 units	Giovanni arquebusiers	6"	12"	2	2	5	3	

Elite: At the start of the command phase, Elite units that are disordered and not engaged roll a dice to overcome disorder.

Heavy Cavalry Charge: When charging or counter charging, the unit receives a bonus to the combat result

Lance: Enemy cavalry have -1 to their morale save when the unit is charging or counter charging. Enemy infantry have -2.

Cavalry vs. Pike: If cavalry charge pikes that are not already engaged or disordered, no bonuses or special rules apply. Also the pike receive double the number of Hand to Hand dice.

Any move within 6" of a mud marker reduces heavy cavalry movement to 6".

Any move within 6" of two mud markers reduces heavy cavalry movement to 3"

Robert Stuart Lord d'Aubigny 9

Can share command

+1 Die on Hand to Hand Attacks



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
1 unit	Gendarmes	9"	-	-	9	3+	4	Elite 5+ Heavy Cavalry Charge +1 Lance
3 units	Giovanni Light cavalry	12"	12"	2	2	5+	3	
4 units	French crossbow	6"	18"	2	2	5	3	No closing fire
6 units	Giovanni arquebusiers	6"	12"	2	2	5+	3	

Elite: At the start of the command phase, Elite units that are disordered and not engaged roll a dice to overcome disorder.

Heavy Cavalry Charge: When charging or counter charging, the unit receives a bonus to the combat result

Lance: Enemy cavalry have -1 to their morale save when the unit is charging or counter charging. Enemy infantry have -2.

Cavalry vs. Pike: If cavalry charge pikes that are not already engaged or disordered, no bonuses or special rules apply. Also the pike receive double the number of Hand to Hand dice.

Any move within 6" of a mud marker reduces heavy cavalry movement to 6".

Any move within 6" of two mud markers reduces heavy cavalry movement to 3"

Robert de la Marck, Seigneur de Fleuranges

9

+1 Die on Hand to Hand Attacks



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
1 unit	Swiss Pike (100)	6"	-	-	15	4	16/8	Large unit, Double handed infantry arms
2 units	Light guns	6"	6/12/24	3/2/1	1	5	2	Hit on 5 or 6, (6 for long range)

Large Unit: May ignore disorder by taking one damage (unless this will cause the unit to become Shaken).

Do not take a break test until lower stamina figure is exceeded.

Double handed infantry arms: Troops fighting double handed infantry have -1 on their morale save.

Artillery: If two 1's are rolled, artillery is out of commission.

Anne de Montmorency

9

+1 Die on Hand to Hand Attacks



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
1 unit	Swiss Pike (100)	6"	-	-	15	4	16/8	Large unit, Double handed infantry arms
1 unit	Swiss Pike (64)	6"	-	-	12	5	10/5	Large unit, Double handed infantry arms
3 units	Swiss shot	6"	12"	2	2	5	3	

Large Unit: May ignore disorder by taking one damage (unless this will cause the unit to become Shaken).

Do not take a break test until lower stamina figure is exceeded.

Double handed infantry arms: Troops fighting double handed infantry have -1 on their morale save.

Richard de la Pole and Francois de Lorraine

9

+1 Die on Hand to Hand Attacks



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
1 unit	Landsknecht Pike (144)	6"	-	-	18	4	24/12	Large unit Bad War Double Handed infantry arms
4 units	Landsknecht shot	6"	12"	2	2	5	3	
2 units	French pike (36)	6"	-	-	7	4	6	Large unit
4 units	French arquebusiers	6"	12"	2	2	5	3	

Elite: At the start of the command phase, Elite units that are disordered and not engaged roll a dice to overcome disorder.

Large Unit: May ignore disorder by taking one damage (unless this will cause the unit to become Shaken).

Do not take break test until lower stamina figure is achieved.

Bad War: Re-roll missed combat attacks against Landsknechts

Double Hand Infantry: -1 to enemy Morale saves

Gaillot de Genouille

9



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
4 units	Heavy Guns	—	6/24/48	3/2/1	1	5+	2	Hit on 5 or 6, (6 for long range)
5 units	Demi Culverins	—	6/18/36	3/2/1	1	5+	2	Hit on 5 or 6, (6 for long range)

If two 1's are rolled, artillery is out of commission.

Charles de Lannoy

Viceroy of Naples

10

+2 Dice on Hand to Hand Attacks



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
2 units	Gendarmes	9"	-	-	9	3+	4	Elite 5+ Heavy Cavalry Charge +1 Lance
4 units	Archers	9"	-	-	8	4+	4	Elite 6+ Heavy Cavalry Charge +1 Lance

Elite: At the start of the command phase, Elite units that are disordered and not engaged roll a dice to overcome disorder.

Heavy Cavalry Charge: When charging or counter charging, the unit receives a bonus to the combat result

Lance: Enemy cavalry have -1 to their morale save when the unit is charging or counter charging. Enemy infantry have -2.

Cavalry vs. Pike: If cavalry charge pikes that are not already engaged or disordered, no bonuses or special rules apply. Also the pike receive double the number of Hand to Hand dice.

Any move within 6" of a mud marker reduces heavy cavalry movement to 6".

Any move within 6" of two mud markers reduces heavy cavalry movement to 3"

Charles III de Bourbon

9

+1 Die on Hand to Hand Attack



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
2 units	Gendarmes	9"	-	-	9	3+	4	Elite 5+ Heavy Cavalry Charge +1 Lance
4 units	Archers	9"	-	-	8	4+	4	Elite 6+ Heavy Cavalry Charge +1 Lance

Elite: At the start of the command phase, Elite units that are disordered and not engaged roll a dice to overcome disorder.

Heavy Cavalry Charge: When charging or counter charging, the unit receives a bonus to the combat result

Lance: Enemy cavalry have -1 to their morale save when the unit is charging or counter charging. Enemy infantry have -2.

Cavalry vs. Pike: If cavalry charge pikes that are not already engaged or disordered, no bonuses or special rules apply. Also the pike receive double the number of Hand to Hand dice.

Any move within 6" of a mud marker reduces heavy cavalry movement to 6".

Any move within 6" of two mud markers reduces heavy cavalry movement to 3"

Captain Hernando De Alarcon

9

+1 Die on Hand to Hand Attack



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
2 units	Gendarmes	9"	-	-	9	3+	4	Elite 5+ Heavy Cavalry Charge +1 Lance
4 units	Archers	9"	-	-	8	4+	4	Elite 6+ Heavy Cavalry Charge +1 Lance

Elite: At the start of the command phase, Elite units that are disordered and not engaged roll a dice to overcome disorder.

Heavy Cavalry Charge: When charging or counter charging, the unit receives a bonus to the combat result

Lance: Enemy cavalry have -1 to their morale save when the unit is charging or counter charging. Enemy infantry have -2.

Cavalry vs. Pike: If cavalry charge pikes that are not already engaged or disordered, no bonuses or special rules apply. Also the pike receive double the number of Hand to Hand dice.

Any move within 6" of a mud marker reduces heavy cavalry movement to 6".

Any move within 6" of two mud markers reduces heavy cavalry movement to 3"

Ferrante Castriota Marquis de Sant'Angelo

9

+1 Die on Hand to Hand Attacks



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
10 units	Jinetes	12"	6"	2	6	5	3	Fire and Evade Marauders

Fire and Evade: To evade the unit must pass command test. If successful they complete closing fire and then move one full move away. If unsuccessful they must stand to receive charge.
Marauders: Ignore distance modifiers for command.

Alfonso d'Avalos d'Aquino

9

Marquis del Vasto

+1 Die on Hand to Hand Attacks



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
4 units	Neopolitan arquebusier	6"	12"	2	2	5	3	
4 units	Milanese Arquebusier	6"	12"	2	2	5	3	
5 units	Landsknecht Arquebusier	6"	12"	2	2	5	3	

Georg von Frundsburg

9



+1 Die on Hand to Hand Attacks

	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
1 unit	Landsknecht Pike (144)	6"	-	-	18	4	24/12	Large unit Double Handed infantry Bad War
2 units	Landsknecht Arquebusier	6"	12"	2	2	5	3	

Large Unit: May ignore disorder by taking one damage (unless this will cause the unit to become Shaken).

Do not take break test until lower stamina figure is achieved.

Bad War: Re-roll missed combat attacks against Landsknechts

Double Hand Infantry: -1 to enemy Morale saves

Marx Sittich von Ems

9



+1 Die on Hand to Hand Attacks

	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
1 unit	Landsknecht Pike (144)	6"	-	-	18	4	24/12	Large unit Double Handed Infantry Bad War
2 units	Landsknecht Arquebusier	6"	12"	2	2	5	3	

Large Unit: May ignore disorder by taking one damage (unless this will cause the unit to become Shaken).

Do not take break test until lower stamina figure is achieved.

Bad War: Re-roll missed combat attacks against Landsknechts

Double Hand Infantry: -1 to enemy Morale saves

Fernando de Avalos

Marquís de Pescara

9

Can share command

+1 Die on Hand to Hand Attacks



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
5 units	Spanish arquebusier	6"	12"	2	2	5	3	
3 units	Spanish heavy Arquebusier	6"	12"	3	2	5	3	Heavy arquebus
4 units	Spanish pike (36)	6"	-	-	8	4	6	Large unit Swordsmen

Large Unit: May ignore disorder by taking one damage (unless this will cause the unit to become Shaken).

Swordsmen: Pike fighting Swordsmen have -1 on their morale save. Swordsmen add +1 to combat result vs Pike.

Heavy arquebus: Gendarmes, knights and archers have -1 to morale save against shooting.

Nicolas Von Salm

9



Nicolas, Count of Salm

+1 Die on Hand to Hand Attacks

	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
5 units	Spanish arquebusier	6"	12"	2	2	5	3	
3 units	Spanish heavy Arquebusier	6"	12"	3	2	5	3	Heavy arquebus
4 units	Spanish pike (36)	6"	-	-	8	4	6	Large unit Swordsmen

Large Unit: May ignore disorder by taking one damage (unless this will cause the unit to become Shaken).

Swordsmen: Pike fighting Swordsmen have -1 on their morale save. Swordsmen add +1 to combat result vs Pike.

Heavy arquebus: Gendarmes, knights and archers have -1 to morale save against shooting.

Antonio de Leyva

9

+1 Die on Hand to Hand Attacks



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
3 units	Spanish arquebusier	6"	12"	2	2	5	3	
2 units	Italian arquebusier	6"	12"	2	2	5	3	
4 units	Spanish sword	6"	-	-	6	4	4	Swordsman
1 unit	Dismounted knights	6"	-	-	8	3	4	Elite 4+ Double handed infantry arms

Elite: At the start of the command phase, Elite units that are disordered and not engaged roll a dice to overcome disorder.

Swordsmen: Pike fighting Swordsmen have -1 on their morale save. Swordsmen add +1 to combat result vs Pike

Double handed infantry arms: Troops fighting double handed infantry have -1 on their morale save.

Henry d'Albret

9



	Unit	Move	Range	Shooting Dice	Hand to Hand Dice	Morale Save	Stamina	Special
2 units	Medium guns	6"	6/18/36	3/2/1	1	5+	2	Hit on 5 or 6, (6 for long range)
5 units	Medium guns	-	6/18/36	3/2/1	1	5+	2	Hit on 5 or 6, (6 for long range)

If two 1's are rolled, artillery is out of commission.

Sequence of Play

In a full turn both sides take a turn as follows:

Command

- Rally Elite
- Initiative moves (within 6" of enemy)
- Other moves including charge (Pass command roll)
- Rally (Pass command roll) or Follow me.

Shooting

- Attacker shoots with units
- Defender resolves closing fire

Hand to hand

- both sides resolve any hand to hand combat

Remove disorder markers from previous turn

Disorder

- If enemy rolls a 6 when firing
- Pike or heavy cavalry moving through woods
- Pike or heavy cavalry passing through troops on a 6 on D6 (test both units)

Disordered units cannot receive orders.

Disordered units may initiative move away from enemy

Shaken units cannot charge, countercharge or sweeping advance

Break Tests

Break test is required when:

- Casualties in excess of stamina from shooting
- Unit is shaken by closing fire
- Unit is defeated in hand to hand combat
- Unit draws in hand to hand combat and is shaken
- Supporting units have friends break

Break test modifiers

Roll two dice and add the following:

- 1 for each excess casualty over stamina
- 1 unit disordered
- 1 the unit has suffered at least one casualty from artillery

Commanders

If commander has joined a unit to rally or follow me:

- Lost if unit lost
- For each excess casualty roll D6, lost on a 6.

If forced to move due to enemy and cannot reach friendly Unit within 18"