

Pike and Shotte master list for the characterisation of units during The Great Italian Wars

CAVALRY UNITS						
Unit	Unit Type [move]	Melee Dice #	Shooting Dice #	Morale save	Stamina	Special
French Gendarmes	Heavy Horse [12"]	10	-	3+	4	Heavy Cavalry: add D3 melee hits. Elite: 4+ to rally disorder.
French Argulets	Light Horse [16"]	4	1 [16"]	5+	3	Cautious: may use free move to retire. Crossbow: no close range
Spanish Knights	Heavy Horse [12"]	10	-	3+	4	Heavy Cavalry: add D3 melee hits. Elite: 4+ to rally disorder.
Spanish Genitors	Light Horse [12"]	6	1 [8"]	5+	3	Fire & Evade: can give closing fire & evade. Javelin: no close range. Marauders: Do not count command distance. Skirmish: Freely change to / from open order.
Italian Casa / Famiglia	Heavy Horse [12"]	10	-	3+	4	Heavy Cavalry: add 1 melee hits. Elite: 4+ to rally disorder.
Imperial Men-at-arms	Heavy Horse [12"]	10	-	3+	4	Heavy Cavalry: add 1 melee hits. Elite: 4+ to rally disorder. Wedge: re-roll one melee miss [large unit only].
Elmeti Condottiere	Heavy Horse [12"]	10	-	4+	4	Heavy Cavalry: add 1 melee hits.
Elmeti Lance Spezzate	Heavy Horse [12"]	10	-	4+	4	Heavy Cavalry: add 1 melee hits.
Mounted Crossbows	Light Horse [16"]	4	1 [16"]	5+	3	Cautious: may use free move to retire. Crossbow: no close range.
Mounted Arquebus	Light Horse [16"]	4	1 [16"]	5+	3	Cautious: may use free move to retire.
Stradiots	Light Horse [16"]	6	1 [8"]	5+	3	Fire & Evade: can give closing fire & evade. Mercenary / Brittle: quit if rally failed when shaken. Javelin: no close range. Marauders: Do not count command distance. Skirmish: Freely change to / from open order.

INFANTRY UNITS						
Unit	Unit Type [move]	Melee Dice #	Shooting Dice #	Morale save	Stamina	Special
French Pike	Pike Block [8"]	5	-	6+	4	Hedgehog: no flanks / rear; shelter shot; static only. Mercenary / Brittle: quit if rally failed when shaken.
French Crossbows	Battle Line [8"]	3	2 [16"]	6+	3	Crossbow: no close range. Mercenary / Brittle: quit if rally failed when shaken.
Spanish Columela	Battle Line [8"]	5	3 [16"]	5+	4	Pike company: cavalry count as pike armed. Elite: 5+ to rally disorder. Columela S&B: add 1 melee hit Vs infantry. Volley Fire: Add 1 dice to closing fire shooting value. Hedgehog: no flanks / rear; shelter shot; static only.
Spanish Pike	Pike Block [8"]	7	-	5+	4	Hedgehog: no flanks / rear; shelter shot; static only.
Spanish Arquebus	Battle Line [8"]	3	3 [16"]	5+	3	Hedgehog: no flanks / rear; shelter shot; static only. Volley Fire: Add 1 dice to closing fire shooting value. Hedgehog: shelter with associated pike; static only.
Spanish sword & buck'	Battle Line [8"]	5	-	5+	3	Sword & buckler: +D3 melee hits Vs pike, +1 Vs other. Close fighters: re-roll melee misses in town fighting.
Swiss Pike	Pike Block [8"]	7	-	4+	4	Hedgehog: no flanks / rear; shelter shot; static only. Elite: 4+ to rally disorder. Ferocious: re-roll misses when charging. Bad War: melee break test +1 Vs Land's / Swiss.
Swiss Halberdiers	Battle Line [8"]	6	-	4+	3	Elite: 4+ to rally disorder. 2 Handed Weapons: -1 to enemy saves. Ferocious: re-roll misses when charging. Bad War: melee break test +1 Vs Land's / Swiss.
Swiss Arquebus	Battle Line [8"]	3	2 [16"]	4+	3	Hedgehog: shelter with associated pike; static only. Elite: 4+ to rally disorder.

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Unit	Unit Type [move]	Melee Dice #	Shooting Dice #	Morale save	Stamina	Special
Landsknecht Pike	Pike Block [8"]	7	-	4+	4	Hedgehog: no flanks / rear; shelter shot; static only. Bad War: melee break test +1 Vs Land's / Swiss.
Landsknecht Halberdiers	Battle Line [8"]	6	-	4+	3	2 Handed Weapons: -1 to enemy saves. Bad War: melee break test +1 Vs Land's / Swiss.
Landsknecht Arquebus	Battle Line [8"]	3	2 [16"]	4+	3	Hedgehog: shelter with associated pike; static only.
Italian Pike	Pike Block [8"]	6	-	6+	4	Hedgehog: no flanks / rear; shelter shot; static only.
Italian Arquebus	Battle Line [8"]	3	2 [16"]	6+	3	Hedgehog: shelter with associated pike; static only.
Veteran Italian Arquebus	Battle Line [8"]	3	2 [16"]	5+	3	Hedgehog: shelter with associated pike; static only. Skirmish: Freely Change formation; shoot at full effect.
Italian Crossbows	Battle Line [8"]	3	2 [16"]	6+	3	Crossbow: no close range. Hedgehog: shelter with pike; static only.
Italian Sword & Buckler / Schiavonni	Battle Line [8"]	4	-	6+ / 5+	3	Sword & buckler: +D3 melee hits Vs pike, +1 Vs other. Close fighters: re-roll melee misses in town fighting. Schiavonni: do not count command distance; freely change order; shoot at full effect.
Italian City Infantry	Battle Line [8"]	4	-	6+	3	Mercenary / Brittle: quit if rally failed when shaken.

ARTILLERY UNITS

Unit	Unit Type [move]	Melee Dice #	Shooting Dice #	Morale save	Stamina	Special
Light Artillery	Artillery [8"]	1	1 - 2 - 3 [32" - 16" - 6"]	6+	2	
Medium Artillery	Artillery [4"]	1	1 - 2 - 3 [48" - 24" - 6"]	6+	2	
Heavy Artillery	Artillery [0"]	1	1 - 2 - 3 [64" - 32" - 6"]	6+	2	