

## Pike & Shotte Unit Characterisation for The Great Italian Wars

CAVALRY UNITS						
Unit	Unit Type [move]	Melee Dice #	Shooting Dice #	Morale save	Stamina	Special
French Gendarmes	Heavy Horse [12"]	9	-	3+	4	<b>Heavy Cavalry Charge:</b> add D3 melee result bonus. <b>Elite:</b> 4+ to rally disorder.
French Argulets	Light Horse [16"]	3	1 [16"]	5+	3	<b>Cautious:</b> may use free move to retire. <b>Crossbow:</b> no close range <b>Evade:</b> can evade
Spanish Knights	Heavy Horse [12"]	9	-	3+	4	<b>Heavy Cavalry Charge:</b> add D3 melee result bonus. <b>Elite:</b> 5+ to rally disorder.
Spanish Genitors	Light Horse [12"]	5	1 [8"]	5+	3	<b>Fire &amp; Evade:</b> can evade, or give closing fire & evade. <b>Javelin:</b> no close range. <b>Marauders:</b> Do not count command distance. <b>Skirmish:</b> Freely change order; shoot at full effect.
Italian Casa / Famiglia	Heavy Horse [12"]	9	-	3+	4	<b>Heavy Cavalry Charge:</b> add 1 melee result bonus. <b>Elite:</b> 5+ to rally disorder.
Imperial Men-at-arms	Heavy Horse [12"]	9	-	3+	4	<b>Heavy Cavalry Charge:</b> add 1 melee result bonus. <b>Elite:</b> 5+ to rally disorder. <b>Wedge:</b> re-roll one melee miss [large unit only].
Condottiere	Heavy Horse [12"]	9	-	4+	4	<b>Heavy Cavalry Charge:</b> add 1 melee result bonus. <b>Brittle:</b> quit if rally failed when shaken.
Lance Spezzate	Heavy Horse [12"]	9	-	4+	4	<b>Heavy Cavalry Charge:</b> add 1 melee result bonus.
Mounted Crossbows	Light Horse [16"]	3	1 [16"]	5+	3	<b>Cautious:</b> may use free move to retire. <b>Crossbow:</b> no close range. <b>Evade:</b> can evade
Mounted Arquebus	Light Horse [16"]	3	1 [16"]	5+	3	<b>Cautious:</b> may use free move to retire. <b>Evade:</b> can evade
Stradiots	Light Horse [16"]	5	1 [8"]	5+	3	<b>Fire &amp; Evade:</b> can evade, or give closing fire & evade. <b>Brittle:</b> quit if rally failed when shaken. <b>Javelin:</b> no close range. <b>Marauders:</b> Do not count command distance. <b>Skirmish:</b> Freely change order; shoot at full effect.

ARTILLERY UNITS						
Unit	Unit Type [move]	Melee Dice #	Shooting Dice #	Morale save	Stamina	Special
Light Artillery	Artillery [4" manhandled / 8" limbered]	1	1 - 2 - 3 [32" - 16" - 6"]	6+	2	
Medium Artillery	Artillery [8" limbered]	1	1 - 2 - 3 [48" - 24" - 6"]	6+	2	May be ordered to turn on the spot.
Heavy Artillery	Artillery [8" limbered]	1	1 - 2 - 3 [64" - 32" - 6"]	6+	2	May not move at all once unlimbered.

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

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INFANTRY UNITS (Continued)						
Unit	Unit Type [move]	Melee Dice #	Shooting Dice #	Morale save	Stamina	Special
<b>Landsknecht Pike</b>	Pike Block [8"]	7	-	4+	5	<b>Hedgehog:</b> no flanks / rear; shelter 1 shot; static only. <b>Bad War:</b> melee break test +1 Vs Land's / Swiss.
<b>Landsknecht Halberdiers</b>	Battle Line [8"]	6	-	4+	3	<b>2 Handed Weapons:</b> -1 to enemy saves. <b>Bad War:</b> melee break test +1 Vs Land's / Swiss.
<b>Landsknecht Arquebus</b>	Battle Line [8"]	3	2 [16"]	4+	3	<b>Hedgehog:</b> shelter with associated pike; static only.
<b>Veteran Landsknechts</b>	v	v	v	v	v	<b>Elite:</b> 5+ to rally disorder.
<b>Italian Pike</b>	Pike Block [8"]	6	-	6+	5	<b>Hedgehog:</b> no flanks / rear; shelter 1 shot; static only. <b>Brittle:</b> quit if rally failed when shaken.
<b>Italian Arquebus</b>	Battle Line [8"]	3	2 [16"]	6+	3	<b>Hedgehog:</b> shelter with associated pike; static only.
<b>Veteran Italian Arquebus</b>	Battle Line [8"]	3	2 [16"]	5+	3	<b>Skirmish:</b> Freely Change formation; shoot at full effect. <b>Volley Fire:</b> Add 1 dice to 'closing fire' shooting value.
<b>Italian Crossbows</b>	Battle Line [8"]	3	2 [16"]	6+	3	<b>Crossbow:</b> no close range. <b>Hedgehog:</b> shelter with pike; static only.
<b>Italian Sword &amp; Bucklermen</b>	Battle Line [8"]	4	-	6+	3	<b>Sword &amp; B:</b> +D3 melee result bonus Vs pike, +1 Vs other. <b>Close fighters:</b> re-roll melee misses in town fighting.
<b>Venetian Schiavonni</b>	Battle Line [8"]	4	1 [16"] Arquebus	6+	3	<b>Sword &amp; B:</b> +D3 melee result bonus Vs pike, +1 Vs other. <b>Close fighters:</b> re-roll melee misses in town fighting. <b>Schiavonni:</b> do not count command distance; freely change order; shoot at full effect.
<b>Italian Infantry</b>	Battle Line [8"]	4	-	6+	3	<b>2 Handed Weapons:</b> -1 to enemy saves.
<b>Italian City Militia</b>	Battle Line [8"]	4	-	6+	3	<b>Brittle:</b> quit if rally failed when shaken.