

# Ravenna 1512: Unit definitions for “Hell Broke Loose”

For details & full scenario visit  
<https://pikeandplunder.vexillia.com/2018/10/ravenna-1512.html>

FRENCH				
Troop type	Combat dice	Defence dice	Unit Integrity	Notes
Elite Gendarmes [A] (Two flags)	D12	D8	4 (1S*)	<b>Swift</b> (move on swift cards); <b>Fierce</b> (melee on even move roll); <b>*Stubborn</b> (8 stand units have 1 stubborn UI, inc.).
Other Heavy cavalry [B]	D10	D8	4 (1S)	<b>Swift</b> (move on swift cards); <b>Fierce</b> (melee on even move roll).
Stradiots [C]	D8	D8	3	<b>Swift</b> (move on <i>Swift</i> cards); <b>Grizzled</b> (inc.).
Missile cavalry [C]	D8	D6	4	
Picard pike [D]	D6	D6*	5	<b>*Brittle</b> (down 1 to DD die Vs missile / command; -1 stubborn UI, inc.).
Gascon crossbows [D]	D6	D6*	3	<b>*Brittle</b> (down 1 to DD Vs missilery / command); <b>Skirmish</b> (may only be ‘formed infantry’ in a deep formation, or when defending a linear obstacle).
Landsknecht pike [B]	D10	D8	6 (3S)	<b>Swift</b> (move on <i>Swift</i> cards); <b>Stubborn</b> (+1 Stubborn UI, inc.).
Landsknecht shot [C]	D8	D8	3	<b>Grizzled</b> (inc.); <b>Skirmish</b> (may only be ‘formed infantry’ in a deep formation, or when defending a linear obstacle).
Italian Pike [C]	D8	D6	6 (1S)	<b>Brittle</b> (-1 stubborn UI, inc.).
Shot [C]	D8	D6	3	<b>Skirmish</b> (may only be ‘formed infantry’ in a deep formation, or when defending a linear obstacle).
Artillery [C]	D8	D6	2	<b>Brittle</b> (Down 1 for command).

SPANISH				
Troop type	Combat dice	Defence dice	Unit Integrity	Notes
Elite heavy cavalry [A] (Spanish flags)	D12	D8	4	<b>Swift</b> (move on swift cards); <b>Fierce</b> (melee on even move roll);
Other heavy cavalry [B]	D10	D8	4 (1S*)	<b>Swift</b> (move on swift cards); <b>Fierce</b> (melee on even move roll); <b>*Stubborn</b> (10 stand units have 1 stubborn UI, inc.).
Genitors [C]	D8	D8	3	<b>Swift</b> (move on <i>Swift</i> cards); <b>Grizzled</b> (inc.).
Missile cavalry [C]	D8	D6	4	
Spanish Colunela [B]	D10	D8	5 (1S)	<b>Specialist</b> (Up 1 to missilery); <b>Specialist</b> (Up 1 to melee Vs pike);
Italian Pike [C]	D8	D6	6 (1S)	<b>Brittle</b> (-1 stubborn UI, inc.).
Shot [C]	D8	D6	3	<b>Skirmish</b> (may only be ‘formed infantry’ in a deep formation, or when defending a linear obstacle).
Artillery [C]	D8	D6	2	<b>Brittle</b> (Down 1 for morale).
Light artillery [C] (representing war carts)	D8	D6	2	<b>Organ guns</b> (Down 1 CD for fire, Down 1 for command).
Earthworks	Count as type ii terrain for all troops moving / fighting over; provide cover to defender in melee; provide heavy cover to troops directly behind Vs all fire and are the limit of incoming arquebus fire; provide light cover to troops farther back vs artillery and crossbows; provide defender with 1 stubborn UI bonus.			