

# GALLIA QUICK REFERENCE SHEET

TROOP TYPE	POINTS	MOVE (Charge)	SHOOT	MELEE - D6 Per figure	SAVE - Shooting	SAVE - Melee	NOTES
Knights	3	8" (12")	-	2	4+	3+	1) May Charge or Counter-Charge - twice per game. 2) When Charging: reroll 1s, 2s, and 3s in first round of Combat. 3) Must pursue Broken enemy. 4) May Dismount.
Light Horse	1.5	10" (14")	-	1.5	5+	4+	May Charge or Counter-Charge.
Infantes	1.5	10" (14")	6" Hit on 5+	1.5	5+	4+	Can only make frontal Attacks against Skirmishers/ Daunted/ Disarrayed.
Mounted Infantry	1.5	8" (12")	-	0.5	5+	5+	May Dismount.
Men-at-Arms	2	6"	-	1.5	3+	3+	Save on 4+ if Shot at by Crossbows or by Longbows at short range.
Spearmen	1	6"	N/A	1	4+	4+	
Longbow Company	1	6"	9" (S) Hit on 5+ 15" (L) Hit on 5+	0.5	5+	5+	May Shoot twice in a turn, limited to six 'arrowstorms'.
Crossbow Company	1	6"	9" (S) Hit on 5+ 12" (L) Hit on 6	0.5	5+	5+	1) After first Shot, count only half numbers per Shoot Action. 2) There are no limits on Crossbow ammunition.
Skirmisher Light Infantry and Kern	1	8"	6" Hit on 5+	1	6	5+	Must pursue Broken enemy.
Skirmisher Archers, Crossbowmen and Slingers	1	8"	12" Hit on 5+	0.5	5+	5+	Always Evade if Attacked.
Gun and three crew	9	-	30" Hit on 6	0.5	5+	5+	1) Roll 2D6 per Artilleryman when Shooting. 2) All hits are Kills. Add 1 extra Kill vs Pike Blocks. 3) Three or more 1s = the gun blows up. 4) Minimum crew: two.

# BOHEMIA QUICK REFERENCE SHEET

TROOP TYPE	POINTS	MOVE (Charge)	SHOOT	MELEE - D6 Per figure	SAVE - Shooting	SAVE - Melee	NOTES
Knights	3	8" (12")	-	2	4+	3+	1) May Charge or Counter-Charge - twice per game. 2) When Charging: reroll 1s, 2s, and 3s in first round of Combat. 3) Must pursue Broken enemy.
Light Horse	1.5	10" (14")	-	1.5	5+	4+	May Charge or Counter-Charge.
Mounted Skirmisher Missile Troops	1.5	10"	9" Hit on 5+	1	5+	5+	Always try to Evade if Attacked.
Bills (Staff weapons)	1	6"	-	1	4+	4+	
Men-at-Arms	2	6"	-	1.5	3+	3+	Save on 4+ if Shot at by Crossbows or Handguns.
Crossbow and Handgun Companies	1	6"	9" (S) Hit on 5+ 12" (L) Hit on 6	0.5	5+	5+	After first Shot, count only half numbers per Shoot Action.
Skirmisher Missile Troops	1	8"	12" Hit on 5+	0.5	5+	5+	1) Always Evade if Attacked. 2) Shoot once in a turn.
Houfnice Field Artillery and three crew	9	-	30" Hit on 6	0.5	5+	5+	1) Roll 2D6 per Artilleryman when Shooting. 2) All hits are Kills. 3) Three or more 1s = the gun blows up. 4) Minimum crew: two.
Tarasnice Light Artillery and two crew	6	-	20" Hit on 6	0.5	5+	5+	
War Wagon and six crew (Three Pole-arms, three Missiles)	9 Horses +3	3" by hand 8" towed	12" Hit on 4+	0.5 (Missiles) 1 (Pole-arms)	3+ in wagon	3+ in wagon	1) Wagon takes two Actions to deploy. 2) Other unengaged wagons count as support in Melee.

# HELVETIA QUICK REFERENCE SHEET

TROOP TYPE	POINTS	MOVE (CHARGE)		MELEE - D6 Per figure	SAVE - Shooting	SAVE - Melee	NOTES
Knights	3	8" (12")	-	2	4+	3+	1) May Charge or Counter-Charge - twice per game. 2) When Charging: reroll 1s, 2s, and 3s in first round of Combat. 3) Must pursue Broken enemy.
Light Horse	1.5	10" (14")	-	1.5	5+	4+	May Charge or Counter-Charge.
Skirmisher Mounted Crossbows	1.5	10"	9" Hit on 5+	1	5+	5+	1) Always Evade if Attacked. 2) May Dismount - use Infantry Skirmisher stats.
Burgundian Men-at-Arms	2	6"	-	1.5	3+	3+	Save on 4+ if Shot at by Crossbows or Handguns.
Burgundian Bills, Glaives, etc.	1	6"	-	1	4+	4+	
Burgundian Pikes	1.5	6"	-	1	4+	4+	
Burgundian Crossbow Company	1	6"	9" (S) Hit on 5+ 12" (L) Hit on 6	0.5	5+	5+	After first Shot, count only half numbers per Shoot Action.
Burgundian Archers	1	6"	9" (S) Hit on 5+ 15" (L) Hit on 6	0.5	5+	5+	May Shoot twice in a turn, limited to six 'arrowstorms'.
Burgundian Mounted Archers	1.5	10"	-	1	5+	5+	1) Always Evade if Attacked. 2) Must Dismount to Shoot.
Swiss Halberdiers	1	8"	-	1	5+	4+	1) Include all Halberdiers in the Melee head count in the second and third rounds. They hit for 4+ in every round of Melee. 2) Halberdiers Detach - see Action List.
Swiss Pikes	1	8"	-	1	5+	4+	See Swiss Infantry in Malee page 83.
Skirmisher Missile Troops	1	8"	12" Hit on 5+	0.5	5+	5+	1) Always Evade if Attacked. 2) Shoot once in a turn.
Field Artillery and three crew	9	4"	30" Hit on 6	0.5	5+	5+	As Core Rules.
Light Artillery and three crew	9	6"	24" Hit on 6	0.5	5+	5+	As Core Rules, except for Movement.
Organ Gun and three crew	5	4"	18" Hit on 5+	0.5	5+	5+	1) Takes a full turn to reload. 2) Hit for 5+. All targets Save on 6.

# ITALIA QUICK REFERENCE SHEET

TROOP TYPE	POINTS	MOVE (Charge)	SHOOT	MELEE - D6 Per figure	SAVE - Shooting	SAVE - Melee	NOTES
Gendarmes	3	8" (12")	-	2	3+	3+	1) Save on 4+ when Shot at by Arquebuses. 2) Only Charging French reroll 1s, 2s, or 3s. 3) Must pursue Broken enemy.
Demi-Lances	2	9" (12")	-	2	4+	4+ vs Infantry 3+ vs Cavalry	Reroll 1s when Charging or Attacking.
Light Horse (Including Stradiots)	1.5	10" (14")	-	1.5	5+	4+	1) May Charge or Counter-Charge. 2) Stradiots within 10" of the enemy baseline go off looting.
Skirmisher Mounted Missile Troops	1.5	10"	9" Hit on 5+	1	5+	5+	Always Evade if Attacked.
Jinetes	1.5	10" (14")	6" Hit on 5+ (Javelins)	1.5	5+	4+	1) Can only make frontal Attacks against Skirmishers/ Daunted/ Disarrayed. 2) Always Evade if Attacked.
Pikes	1	6"	-	1	5+	4+	See special Melee rules (section XVII, see p.96).
Halberds	1	6"	-	1	5+	4+	As supports in a Pike formation, they <b>all</b> count in the second and third round, hitting on 4+.
Sword and Buckler men (Spanish or Italian)	1	8"	-	1	5+	3+ vs Infantry 5+ vs Cavalry	As supports in a Spanish Colunela formation, they <b>all</b> count in the second and third round, hitting on 4+.
Pavesari and Tabulacciari (Spearmen)	1	6"	12" Hit on 5+	1	5+	5+	Always rated as Levy.
Crossbow and Arquebus Company	1	6"	9" (S) Hit on 5+ 15" (L) Hit on 6	0.5	5+	5+	After first Shot, count only half numbers per Shoot Action.
Forked Arquebus Skirmishers	1	6"	18" Hit on 5+	0.5	5+	5+	1) Always Evade if Attacked. 2) May Shoot once in a turn. 3) All troops Save only on 6 when Shot at by them.
Other Skirmisher Missile Troops	1	8"	12" Hit on 5+	0.5	5+	5+	1) Always Evade if Attacked. 2) May Shoot once in a turn.
Gun and three crew	9	4"	36" Hit on 6	0.5	5+	5+	1) Roll 2D6 per artilleryman when Shooting. 2) All hits are Kills. Add 1 extra Kill vs Pike Blocks. 3) Three or more 1s = the gun is out of Action for 2 turns. 4) Minimum crew: two.

# NORTHUMBRIA QUICK REFERENCE SHEET

TROOP TYPE	POINTS	MOVE (Charge)	SHOOT	MELEE - D6 Per figure	SAVE - Shooting	SAVE - Melee	NOTES
Reiver Light Horse	1.5	10" (14")	9" Hit on 5+	1.5	5+	4+	1) May Charge or Counter-Charge. 2) Half (round down) can Shoot each turn.
Reivers on Foot (Louns/LH)	1	6"	12" Hit on 5+	1.5	5+	5+	1) Veterans Save on 4+; Levy on 6. 2) Half (round down) can Shoot each turn.
Skirmisher Reivers	1	8"	12" Hit on 5+	1	5+	5+	Always Evade if Attacked.
Warden's Footmen (Bills, etc.)	1	6"	-	1	4+	4+	Always rated as Veterans.
Warden's Archers	1	6"	9" (S) Hit on 5+ 15" (L) Hit on 6	0.5 (1 vs Skirmishers)	5+	5+	1) Always rated as Veterans. 2) May Shoot twice in a turn.
Town Footmen (mixed weapons)	1	6"	9" Hit on 5+	1	6	6	1) Always rated as Levy. 2) Half (round down) can Shoot each turn.

# LUSITANIA QUICK REFERENCE SHEET

TROOP TYPE	POINTS	MOVE (Charge)	SHOOT	MELEE - D6 Per figure	SAVE - Shooting	SAVE - Melee	NOTES
Knights	3	8" (12")	-	2	4+	3+	1) May Charge or Counter-Charge - twice per game. 2) When Charging: reroll 1s, 2s, and 3s in first round of Combat. 3) Must pursue Broken enemy.
Acontiadados (Light Horse)	1.5	10' (14")	-	1.5	5+	4+	May Charge or Counter-Charge.
Besteiros de Garrucha (Mounted Crossbows)	1.5	10"	9" Hit on 5+	1	5+	5+	Always Evade if Attacked.
Ginetes (Mounted Skirmishers)	1	10" (14")	6" Hit on 5+	1.5	5+	4+	Can only make frontal Attacks against Skirmishers/ Daunted/ Disarrayed.
Homens d'Armas (Men-at-Arms)	2	6"	-	1.5	3+	3+	Save on 4+ if Shot at by Handguns or Crossbows.
Peoes (Spearmen - Billmen)	1	6"	-	1	4+	4+	
Besteiros do Conto (Crossbow Company)	1	6"	9" (S) Hit on 5+ 12" (L) Hit on 6	0.5	5+	5+	After first Shot, count only half numbers per Shoot Action.
Espingardeiros (Handgun Company)	1	6"	12" Hit on 6	0.5	5+	5+	1) After their first Shot, they either Move or Shoot. 2) All targets need 6s to Save. Hit on 6s, misfire on 1s. 3) If they score two Kills in a single volley, Infantry are Disarrayed and Cavalry are Daunted.
English Archer Company	1	6"	9" (S) Hit on 5+ 15" (L) Hit on 6	0.5	5+	5+	May Shoot twice in a turn, limited to six 'arrowstorms'.
Homiziados Skirmishers (javelins)	1	8"	6" Hit on 5+	1	6	5+	1) Always Evade if Attacked. 2) May Shoot once in a turn.
Other Skirmisher Missile Troops	1	8"	12" Hit on 5+	0.5	5+	5+	1) Always Evade if Attacked. 2) May Shoot once in a turn.
Gun and three crew	9	-	30" Hit on 6	0.5	5+	5+	1) Roll 2D6 per Artilleryman when Shooting. 2) All hits are Kills. 3) Three or more 1s = the gun blows up. 4) Minimum crew: two.

# HIBERNIA QUICK REFERENCE SHEET

TROOP TYPE	POINTS	MOVE (Charge)	SHOOT	MELEE - D6 Per figure	SAVE - Shooting	SAVE - Melee	NOTES
Irish Horse	1.5	10" (n/a)	6" Hit on 5+	1.5	5+	4+	1) Cannot Charge. 2) May Dismount to fight as Gallowglass.
Irish Skirmisher Kern	1	8" (n/a)	6" Hit on 5+ (all weapons)	1	6	5+	1) Treat javelin, handgun, or bow-armed Kern the same for all game purposes. 2) Must pursue Broken enemy.
Irish Formed Kern	1	8" (8")	6" Hit on 5+	1	6	5+	1) May Charge - once per game. When Charging: reroll 1s, 2s, and 3s in first round of Combat. 2) Shoot twice (javelins) per game with half numbers. 3) Must pursue Broken enemy.
Irish Gallowglass	1.5	6" (6")	6" Hit on 5+	1.5	4+	4+	1) May Charge - once per game. When Charging: reroll 1s, 2s, and 3s in first round of Combat. 2) Shoot once (javelins) per game with half numbers. 3) Must pursue Broken enemy.
Scots Hebridean Mercenaries	1.5	6" (6")	9" (S) Hit on 5+ 12" (L) Hit on 6	1.5	4+	4+	1) May Charge - once per game. When Charging: reroll 1s, 2s, and 3s in first round of Combat. 2) Shoot twice (arrows) per game. 3) Must pursue Broken enemy.
Scots Clansmen	1.25	6" (6")	9" (S) Hit on 5+ 12" (L) Hit on 6	1.5	5+	5+	1) May Charge - once per game. When Charging: reroll 1s, 2s, and 3s in first round of Combat. 2) Shoot twice (arrows) per game with half numbers. 3) Must pursue Broken enemy.
Lord Deputy's Spears (Light Horse)	1.5	10" (14")	-	1.5	5+	4+	May Charge - twice per game. When Charging: reroll 1s, 2s, and 3s in first round of Combat.
Lord Deputy's Men-at-Arms	2	6" (n/a)	-	2	3+	3+	
Lord Deputy's Mounted Archers	1.5	10" (n/a)	-	1	5+	5+	May Dismount to fight as Skirmishers.
Lord Deputy's Archers	1	6" (n/a)	9" (S) Hit on 5+ 15" (L) Hit on 6	1	5+	5+	May Shoot twice in a turn. Use Core Rules for Arrow supply.
The Pale and the Towns Billmen	1	6" (n/a)	6" Hit on 6	1	5+	5+	Shoot once (javelins) per game with half numbers.
The Pale and the Towns Archers	1	6" (n/a)	9" (S) Hit on 5+ 15" (L) Hit on 6	0.5	6	6	May Shoot twice in a turn. Use Core Rules for Arrow supply.

# ALBION QUICK REFERENCE SHEET

TROOP TYPE	POINTS	MOVE (Charge)	SHOOT	MELEE - D6 Per figure	SAVE - Shooting	SAVE - Melee	NOTES
Knights	3	8" (12")	-	2	4+	3+	1) May Charge or Counter-Charge - twice per game. 2) When Charging: reroll 1s, 2s, and 3s in first round of Combat. 3) Must pursue Broken enemy.
Light Horse	1.5	10" (14")	-	1.5	5+	4+	1) May Charge or Counter-charge. 2) Mounted Archers and Crossbowmen may Dismount and Skirmish.
Men-at-Arms	2	6"	-	1.5	3+	3+	Save on 4+ if Shot at by Crossbows or Handguns.
Bills/Pikes	1	6"	-	1	4+	4+	
Archers	1	6"	9" (S) Hit on 5+ 15" (L) Hit on 6	0.5	5+	5+	May Shoot twice in a turn, limited to six 'arrowstorms'.
Skirmisher Kern	1	8"	6" Hit on 5+	1	6	5+	1) Must pursue Broken enemy. 2) Shoot once in a turn.
Skirmisher Missile Troops	1	8"	12" Hit on 5+	0.5	5+	5+	1) Always Evade if Attacked. 2) Shoot once in a turn.
Gun and three crew	9	4" (n/a Heavy)	30" (36" Heavy) Hit on 6	0.5	5+	5+	1) Roll 2D6 per Artilleryman when Shooting. 2) All hits are Kills. Add 1 extra Kill vs Pike Blocks. 3) Three or more 1s = the gun blows up. 4) Minimum crew: two.

LEADER CLASS	POINTS	MOVE (Charge)	ACTIONS: (1) MOVE HIMSELF, (2) ORDER A UNIT, (3) RALLY A UNIT, (4) ORDER AND MOVE WITH A UNIT.
Hero	5	8" (12" mtd)	Can do three of these Actions.
Commander	5	8" (12" mtd)	Can do two of these Actions.
Dolt	5	8" (12" mtd)	Can do one of these Actions.