

Anno 1475

Holy Roman Empire, City of Neuss, Hesse and Swiss

Mounted Men-at-Arms (6 Points)

Attack: 5+ **Attack Value:** 3+ **Move:** 7+ **Defence Value:** 5+ **Courage:** 3+ **Maximum movement:** 10"

Armour: 4 **Special rules:** Wild Charge; Counter-charge **Models per unit:** 6

Wild Charge: *If the unit is within Attack range of an enemy unit, you must test to activate an Attack; this is the only order the unit can be given. Wild Charge may not be used if the unit is Battered.*

Counter-charge: *When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test for a counter-charge. Test for an Attack at 7+. If it succeeds, the two units meet a proportionate movement distance between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. Counter-charge may not be used if the unit is Battered.*

Mounted Crossbowmen (4 Points)

Attack: 5+ **Attack Value:** 5+ **Move:** 5+ **Defence Value:** 5+ **Shoot:** 7+ **Shoot Value / Range:** 5+/12" **Courage:** 4+ **Maximum movement:** 10" **Armour:** 3 **Models per unit:** 6

Foot Men-at-Arms (6 Points)

Attack: 5+ **Attack Value:** 3+ **Move:** 5+ **Defence Value:** 4+ **Courage:** 3+ **Maximum movement:** 6"

Armour: 4 **Special rules:** Ferocious **Models per unit:** 6

Ferocious: *This unit uses its normal Attack/Defence profile when fighting in rough terrain.*

Fierce Foot (4 Points)

Attack: 5+ **Attack Value:** 3+ **Move:** 6+ **Defence Value:** 6+ **Courage:** 4+ **Maximum movement:** 8"

Armour: 2 **Special rules:** Ferocious; Wild Charge; Counter-charge versus infantry; Fleet Footed **Models per unit:** 12

Ferocious: *This unit uses its normal Attack/Defence profile when fighting in rough terrain.*

Their Defence Value remains 6.

Wild Charge: *If the unit is within Attack range of an enemy unit, you must test to activate an Attack; this is the only order the unit can be given. Wild Charge may not be used if the unit is Battered.*

Counter-charge versus infantry: *When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test for a counter-charge. This is an Attack at 7+. If it succeeds, the two units meet a proportionate movement distance between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. This rule does not apply versus mounted units. Counter-charge may not be used if the unit is Battered.*

Fleet Footed: *This unit does not halve its movement in Rough terrain.*

Foot Serjeants (4 Points)

Attack: 6+ **Attack Value:** 5+ **Move:** 5+ **Defence Value:** 4+ **Courage:** 4+ **Maximum movement:** 6"

Armour: 3 **Special rules:** Schiltron **Models per unit:** 12

Schiltron: *There needs to be 6 or more models in unit to form a Schiltron. On a Move order, form the unit into a two rank formation based around a central model; a Schiltron cannot form in Rough terrain or in cover, and it cannot move in this formation. Schiltrons increase their Armour by 1 point against Attacks but not Shooting (to 4 for Foot Serjeants). If an Attack ends with both units still in contact, the enemy must retreat. If the unit becomes Battered while in a Schiltron, the formation is broken.*

Archers (4 Points)

Attack: 7+ **Attack Value:** 6+ **Move:** 6+ **Defence Value:** 5+ **Shoot:** 6+ **Shoot Value / Range:** 5+/18" **Courage:** 4+

Maximum movement: 6" **Armour:** 2 **Models per unit:** 12