

Anno 1475

Charles the Bold, Duke of Burgundy and his allies

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 dived 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 Serjeants (4 Points)

Attack: 5+ **Attack Value:** 4+ **Move:** 5+ **Defence Value:** 5+ **Courage:** 4+ **Maximum movement:** 10"

Armour: 3 **Special rules:** Counter-charge **Models per unit:** 6

Counter-charge: When an enemy has successfully dived 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.

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.

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

Expert Archers (6 Points)

Attack: 7+ **Attack Value:** 6+ **Move:** 6+ **Defence Value:** 5+ **Shoot:** 6+ **Shoot Value / Range:** 4+/18" **Courage:** 4+ **Maximum movement:** 6" **Armour:** 2 **Models per unit:** 12

Crossbowmen (4 Points)

Attack: 7+ **Attack Value:** 6+ **Move:** 6+ **Defence Value:** 5+ **Shoot:** 7+ **Shoot Value / Range:** 4+/18" **Courage:** 4+ **Maximum movement:** 6" **Armour:** 2 **Models per unit:** 12

Bidowers (2 Points)

Attack: 7+ **Attack Value:** 6+ **Move:** 5+ **Defence Value:** 6+ **Shoot:** 7+ **Shoot Value / Range:** 5+/12" **Courage:** 5+ **Maximum movement:** 8" **Armour:** 1 **Special Rules:** Hard to target; Skirmish; Evade; Fleet Footed **Models per unit:** 6

Hard to target: Bidowers count as Armour 2 versus Shooting and may only be targeted within 12".

Skirmish: As an ordered activation, successful on a 7+, the unit may choose to make a half move and Shoot either before or after this movement takes place. All models in the unit Shoot with -1 to their dice scores.

Evade: When an enemy has successfully dived to Attack this unit, but before it moves, this unit may test to Evade at 7+. If it succeeds, it immediately carries out a Skirmish action targeting the Attacking unit only, may not move closer to the Attacking unit, and must avoid other units by 3" as usual; casualties inflicted in the Skirmish action cause a Courage test or Lucky Blow only at the end of the Attack. The charging unit then moves its full charge distance following the Evading unit; if it makes contact it Attacks, and if it cannot contact it must move as close as possible. If the Evade test fails, the unit stands in place and awaits attack without shooting or moving. Evade cannot be used if the unit is Battered.

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