

Name	Points	Figures	Attack	Move	Shoot	Courage	Armour	Attack Val	Defence Val	Shoot Val	Movement	Rules	Upgrades
Cavaliers	6	6	5+	7+	-	3+	3	3+	5+	-	10"	Wild Charge, Countercharge	Pistols As Well, 2pt, add 50% more dice to an attack once per game. Drilled, 1pt, remove Wild Charge. Cornet, 1pt, gain Have Standard.
Harquebusier	4	6	5+	5+	-	4+	3	4+	5+	-	10"	Countercharge, Close Order, Stand to Receive, Close Order	Expert, 2pt, Courage & Attack →3+ Pistols, 1pt, shoot 6+/6" 5+ to hit. Can Volley&Charge. Carbines, 1pt, shoot 6+/12" 5+ to hit. Cornet, 1pt, gain Have Standard.
Dismounted Harq. Dragoons	-	6	5+	5+	-	4+	3	4+	5+	-	6"		
	4	6	7+	5+	6+	5+	2	5+	6	5+/18"	12"	Skirmish, Evade, Dismount	Expert, 2pt, gain Countercharge, Attack →3+ Cornet, 1pt, gain Have Standard.
Dismounted Dragn.	-	6	7+	5+	6+	5+	2	5+	6	5+/24"	8"	Hard to Target, Skirmish	
Colour Guard & Lanspassadoes	6	12	5+	5+	-	3+	4	3+	4+	-	6"	Ferocious, Close Order, Have Company Standard	
Pikemen	4	12	6+	5+	-	4+	3	5+	4+	-	6"	Pike Hedge, Pike Block, Close Order	Expert, 2pt, Courage & Attack →4+
Trainee Pikemen	3	12	6+	5+	-	4+	2	5+	4+	-	6"	Pike Hedge, Pike Block, Close Order	
Musketeers	4	12	7+	6+	6+	4+	2	6	5+	5+/24"	6"		Expert, 2pt, Courage & Shoot →4+
Trainee Musketeers	3	12	7+	6+	7+	4+	2	6	6	5+/18"	6"		
Irish Musketeers	6	12	5+	6+	5+	4+	2	3	6	4+/24"	8"	Ferocious, Wild Charge, Countercharge Infantry, Fleet-Footed	
Forlorn Hope	2	6	7+	5+	7+	5+	1	6	6	5+/18"	8"	Hard to Target, Skirmish, Evade, Fleet-Footed	
Raw Recruits and Clubmen	1	12	7+	6+	-	5+	1	6	6	-	6"		Fencible Militia, 2pt, Shoot on 6+, 16" 5+ to hit
Artillery Frame Guns & Gallopers	4	1g 3cr	-	6+	7+	5+	1	-	6	6d 5+/24"	6"	Light Gun, Bang	
Sakers & Demi-Culverins	6	1g 6cr	-	-	7+	5+	1	=	6	12d 4+/36"	-	On the Bounce, Field Gun, Bang, Panic, Hailshot, Hard Work	

**Bang;** Armour is always 1 + cover against these weapons.

**Close Order;** Figures base-to-base. 2 ranks for horse, any for foot. 1/2 move only. Not in Rough Terrain or in Cover. Non-close order units in contact with close order unit after attack must retreat. †

**Counter Charge;** Roll 7+ to meet charging opponent halfway. †

**Dismount;** Swap between foot/mounted profiles by trading 1/2 movement. When dismounted, leave 1 figure as a horseholder who may not fight/shoot.

**Evade;** Roll 7+ when charged to make a Skirmish targetting charger; may not advance on them. †

**Ferocious/Dashing;** No Attack/Defence loss in rough ground.

**Field Gun;** Heavy weapon. No move. May be turned as a move however.

**Fleet Footed;** No loss of move in rough ground.

**Hailshot;** At 12" or less, can fire hail shot. 18 dice (9 if half-crewed or less).

**Hardwork;** Gun fires every other turn if the half-crewed or less. Re-Training also takes two turns.

**Hard to Target;** Armour 2 for shooting, range must be 12" or less to target.

**Have Company Standard;** Like Standard, works on all foot units.

**Have Standard;** All other units within 8" of the standard bearer of the same type count as having lost one figure less for the purposes of their morale tests.

**Panic;** Units must always test courage when

hit by these weapons.

**Pike Block;** Pike units in Close Order can form up ignoring 3" separation rule. May add 1d6 to attack/defence roll for each extra unit in the block. Hits may be spread across block.

**Pike Hedge;** 6+ models in open terrain, move order forms 2 ranks on a central figure. No move, armour +1 against attacks. †

**Light Gun;** Move requires action. Turning/firing may be combined for halving the dice.

**Mobile Pike Hedge;** 6+ models in open terrain, move order forms 2 ranks on a central figure. 1/2 move, armour +1 against attacks. †

**On The Bounce;** Roll D6 when shooting. Odd numbers mean a short shot which bounces into target, 1/2 dice (2nd halving if half-crewed).

**Skirmish;** Activate on 7+ to move 1/2 dist and shoot at -1 (in either order).

**Stand to Receive;** If have pistols/carbines, may fire volley instead of counter-charge. Must pass Courage Test if enemy 1/2 or less of its move away. Enemy casualties removed/Courage Test before Attack resolved.

**Volley & Charge;** If have pistols/carbines, may fire at enemy after passing Attack test before contact. Attacker reduced to 1/2 move. Enemy casualties removed/Courage Test before Attack resolved. ‡

**Wild Charge;** If within attack distance, must attack. †

† Not when Battered.

‡ Once per game.