SWISS PIKE (6)	**SHOT (8)**	**HEAVY PIKE (6)**	**CROSSBOW (8)**
Ignore all flag: 3+ figs.			
Ignore 1 flag: 1-2 figs.	Ignore all flags: 6+ figs.	Ignore all flag: 4+ figs.	Ignore all flags: 6+ figs.
MOVE 2 & Battle	MOVE 2 or 1 & Battle	MOVE 2 or 1 & Battle	MOVE 2 or 1 & Battle
Melee 4	**Melee 3** / **Shoot 3–2-1**	**Melee 4**	**Melee 3** / **Shoot 3–2-1**
MELEE DIE HITS	MELEE DIE HITS	MELEE DIE HITS	MELEE DIE HITS
SHOOTING DIE HITS	SHOOTING DIE HITS	SHOOTING DIE HITS	SHOOTING DIE HITS
ARMOUR SAVES	ARMOUR SAVES	ARMOUR SAVES	ARMOUR SAVES
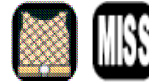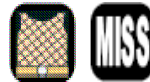
PEASANTS (8)	**LONGBOW (8)**	**MILITIA (8)**	**CROSSBOW (8) w/PAVISE**
Ignore all flag: 8 figs.	Ignore all flags: 6+ figs.	Ignore all flag: 8 figs.	Ignore all flags: 6+ figs.
MOVE 2 & Battle	MOVE 2 or 1 & Battle	MOVE 2 or 1 & Battle	MOVE 2 or 1 & Battle
Melee 4	**Melee 3** /**Shoot 4-3–2-1**	**Melee 4**	**Melee 3** / **Shoot 3–2-1**
MELEE DIE HITS	MELEE DIE HITS	MELEE DIE HITS	MELEE DIE HITS
SHOOTING DIE HITS	SHOOTING DIE HITS	SHOOTING DIE HITS	SHOOTING DIE HITS
ARMOUR SAVES	ARMOUR SAVES	ARMOUR SAVES	ARMOUR SAVES

MILLERS (6)

Ignore all flag: 4+ figs.

MOVE 3 & Battle

Melee 3 +1 when charging

MELEE DIE HITS

ARMOUR SAVES

HORSE = KILLED

REITERS (8)

Ignore all flags: 6+ figs.

MOVE 3 & Battle

Melee 3 / **Shoot 2–1**

MELEE DIE HITS

SHOOTING DIE HITS

ARMOUR SAVES

HORSE = KILLED

HERRURELOS (8)

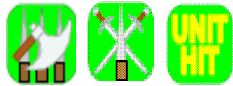Ignore all flag: 6+ figs.

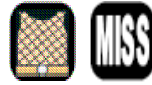MOVE 3 & Battle

Melee 3 / **Shoot 2–1**

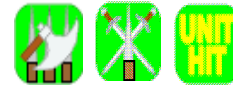MELEE DIE HITS

SHOOTING DIE HITS

ARMOUR SAVES

HORSE = KILLED

GENSDARMES (6)

Ignore all flags: 4+ figs.

MOVE 3 & Battle

Melee 3 +1 when charging

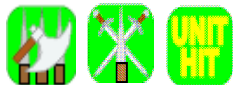MELEE DIE HITS

ARMOUR SAVES

HORSE = KILLED

MEDIUM PIKE (8)
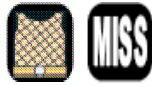
Ignore all flag: 6+ figs.

MOVE 2 or 1 & Battle

Melee 4

MELEE DIE HITS

SHOOTING DIE HITS

ARMOUR SAVES

HVY. HALBERD (6)

Ignore all flag: 4+ figs.

MOVE 2 or 1 & Battle

Melee 4

MELEE DIE HITS

SHOOTING DIE HITS

ARMOUR SAVES

MED. HALBERD (8)
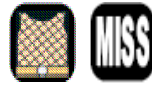
Ignore all flag: 6+ figs.

MOVE 2 or 1 & Battle

Melee 4

MELEE DIE HITS

SHOOTING DIE HITS

ARMOUR SAVES

STRADIOTS & PETRONELS (8)

Ignore all flags: 6+ figs.
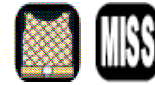
MOVE 3 & Battle

Melee 3 / **Shoot 2–1**

MELEE DIE HITS

SHOOTING DIE HITS

ARMOUR SAVES

HORSE = KILLED