

FRENCH ARMY COMPOSITION

| Card | Unit Type | Training level | Unit cost in florins | Max. units | Unit Factors | | | | Notes | | |
|----------|---|-----------------|--|----------------------|--------------|------|------|------|-------|------|----|
| | | | | | BDV | Fire | Mel | Mor | Arm | Fear | SK |
| ♦ 2 - 7 | French Gendarmes | Elite Household | 8 | 2 | +4 | - | Up 5 | Up 2 | EH | ✓ | - |
| ♦ 8 - 10 | French Gendarmes | Household | 7 | 2 | +3 | - | Up 4 | Up1 | EH | ✓ | - |
| ♦ J - Q | Italian Lance Spezatte | Mercenary | 6 | 2 | +1 | - | Up 4 | NC | EH | ✓ | - |
| ♦ K - A | French Argoulets | Militia | 2 | 1 | 0 | NC | Dn 1 | Dn 1 | M | - | ✓ |
| ♣ 2 - 3 | Italian mounted crossbow | Mercenary | 3 | 2 | 0 | Up 1 | NC | NC | M | - | ✓ |
| ♣ 4 - 5 | Stradiots* | Mercenary | 4 | 1 | 0 | NC | Up 2 | NC | M | - | ✓ |
| ♣ 6 - J | Swiss pike (Count as Landsknechts below Vs Swiss) | Elite Mercenary | 6 std 12 9 std 16 12 std 20 | 2 units 18 stands | +3 | - | Up 3 | Up 1 | H / M | ✓ | - |
| | | Mercenary | 6 std 10 9 std 14 12 std 18 | | +1 | - | Up 2 | NC | H / M | - | - |
| ♥ 5 - 6 | Swiss or Landsknecht arquebus | Mercenary | 3 | 1 per unit | +1 | Up 2 | NC | NC | L | - | ✓ |
| ♥ 7 - 10 | French pike | Militia | 4 | 2 | -1 | - | Up 1 | Dn 1 | M | - | - |
| ♥ J - A | French crossbow | Militia | 2 | 5 | -2 | Up 1 | Dn 1 | Dn 1 | M | - | ✓ |
| ♠ 3 - 4 | | | | | | | | | | | |
| ♠ 5 - 7 | Italian arquebus | Mercenary | 3 | 3 | 0 | Up 2 | NC | NC | L | - | ✓ |
| ♠ 8 - 10 | Heavy artillery | Militia | 7 | 4 | +2 | Up 2 | Dn 1 | Dn 1 | L | - | - |
| ♠ J - K | Medium artillery | Militia | 5 | | +2 | Up 1 | Dn 1 | Dn 1 | L | - | - |
| ♠ A | Light / organ artillery | Militia | 3 | | +2 | NC | Dn 1 | Dn 1 | L | - | - |

Sequence Deck (28 cards)

| Sequence Deck (28 cards) | | | | | Army Characteristics | | |
|--------------------------------|----|----------------------|---|------------------|----------------------|-------------------------|----|
| Cavalry move in open | 2 | Engine of war move | 1 | Melee resolution | 4 | Morale card divisor | 3 |
| Cavalry manoeuvre | 1 | Engine of war reload | 1 | Leader check | 3 | Opportunity chips | 2 |
| Light cavalry move | 1* | Missile reload | 2 | Milling around | 1 | Leader quality modifier | +2 |
| Infantry move in open | 2 | Elite reload | 1 | Courage | 1 | Move in Type IV | d6 |
| Infantry manoeuvre | 1 | Deployment | 1 | Pillage and loot | 1 | Sapper task | d8 |
| Infantry / cavalry in III / IV | 2 | Heroic moment | 2 | Major morale | 1 | Other difficulty | d6 |

NOTES: If any Extra Heavy Cavalry or Swiss are present add one *Uncontrolled Charge* and remove one *Milling Around*.

SPANISH ARMY COMPOSITION

| Card | Unit Type | Training level | Unit cost in florins | Max. units | Unit Factors | | | | Notes | | |
|----------|--------------------------|----------------|----------------------|------------|--------------|------|------|------|-------|------|----|
| | | | | | BDV | Fire | Mel | Mor | Arm | Fear | SK |
| ♦ 2 - 3 | Spanish Knights | Household | 7 | 1 | +2 | - | Up 4 | Up 1 | EH | ✓ | - |
| ♦ 4 - 7 | Italian Lance Spezatte | Mercenary | 6 | 3 | +1 | - | Up 4 | NC | EH | ✓ | - |
| ♦ 8 - Q | Genitors* | Mercenary | 4 | 2 | +1 | NC | Up 2 | NC | M | - | ✓ |
| ♦ K - A | Stradiots* | Mercenary | 4 | 1 | 0 | NC | Up 2 | NC | M | - | ✓ |
| ♣ 2 - 4 | Italian mounted crossbow | Mercenary | 3 | 1 | 0 | Up 1 | NC | NC | M | - | ✓ |
| ♣ 5 - A | Spanish Colunella | Regular | 12 | 4 | +2 | Up 2 | Up 2 | Up 1 | M | - | - |
| ♥ 2 | | | | | | | | | | | |
| ♥ 3 - 5 | Spanish arquebus | Regular | 4 | 2 | +2 | Up 2 | NC | Up 1 | L | - | ✓ |
| ♥ 6 - 10 | Italian arquebus | Mercenary | 3 | 3 | 0 | Up 2 | NC | NC | L | - | ✓ |
| ♥ J - A | Landsknecht pike | Mercenary | 6 std 10 9 std 14 | 1 | +1 | - | Up 2 | NC | H / M | - | - |
| ♠ 2 - 3 | Landsknecht arquebus | Mercenary | 3 | 1 per unit | +1 | Up 2 | NC | NC | L | - | ✓ |
| ♠ 4 | Heavy artillery | Militia | 6 | | 0 | Up 2 | Dn 1 | Dn 1 | L | - | - |
| ♠ 5 - 7 | Medium artillery | Militia | 4 | | 0 | Up 1 | Dn 1 | Dn 1 | L | - | - |
| ♠ 8 - 9 | Light / organ artillery | Militia | 2 | | 0 | NC | Dn 1 | Dn 1 | L | - | - |
| ♠ 10 - A | 12" of earthworks | Type III | 2 | 4 | - | - | - | - | - | - | - |

Sequence Deck (28 cards)

| Sequence Deck (28 cards) | | | | | Army Characteristics | | |
|--------------------------------|----|----------------------|---|------------------|----------------------|-------------------------|-----|
| Cavalry move in open | 2 | Engine of war move | 1 | Melee resolution | 4 | Morale card divisor | 4 |
| Cavalry manoeuvre | 1 | Engine of war reload | 1 | Leader check | 2 | Opportunity chips | 3 |
| Light cavalry move | 1* | Missile reload | 2 | Milling around | 2 | Leader quality modifier | +1 |
| Infantry move in open | 2 | Elite reload | 1 | Courage | 1 | Move in Type IV | D6 |
| Infantry manoeuvre | 1 | Deployment | 1 | Pillage and loot | 1 | Sapper task | d10 |
| Infantry / cavalry in III / IV | 2 | Heroic moment | 2 | Major morale | 1 | Other difficulty | d6 |

NOTES

If any Spanish Foot are present add one *Crushing Volley* and remove one *Milling Around*.

If any Extra Heavy Cavalry are present add one *Uncontrolled Charge* and remove one *Milling Around*.

If the army is in *DEFENSIVE POSTURE* any morale deck stratagem cards may be traded for 12" of earthworks

PAPAL STATES ARMY COMPOSITION

| Card | Unit Type | Training level | Unit cost in florins | Max. units | Unit Factors | | | | Notes | | |
|----------|--|-----------------|----------------------|---------------------|---------------|------|------|------|-------|------|----|
| | | | | | BDV | Fire | Mel | Mor | Arm | Fear | SK |
| ♦ 2 - 4 | Casa | Household | 7 | 2 | +2 | - | Up 4 | Up 1 | EH | ✓ | - |
| ♦ 5 - J | Italian Lance Spezatte | Mercenary | 6 | 4 | +1 | - | Up 4 | NC | EH | ✓ | - |
| ♦ Q - A | Other Condottiere | Mercenary | 5 | 2 | NC | - | Up 4 | NC | H | - | - |
| ♣ 2 - 6 | Italian mounted crossbow | Mercenary | 3 | 3 | 0 | Up 1 | NC | NC | M | - | ✓ |
| ♣ 7 - 8 | Italian mounted arquebus | Mercenary | 3 | 1 | 0 | Up 1 | NC | NC | L | - | ✓ |
| ♣ 9 - K | Romagnol pike | Mercenary | 6 std 12 | 1 | NC | - | Up 2 | Up 1 | H / M | - | - |
| ♣ A | Papal crossbow | Militia | 2 | 5 | NC | Up 1 | Dn 1 | Dn 1 | H | - | - |
| ♥ 2 - 7 | | | | | | | | | | | |
| ♥ 8 - 9 | Pavise for crossbow | - | 1 | 1 per unit | Type II cover | | | | - | - | - |
| ♥ 10 - K | Italian arquebus | Mercenary | 3 | 3 | 0 | Up 2 | NC | NC | L | - | ✓ |
| ♥ A | Swiss guard halberdiers (Not Vs Swiss) | Guard Mercenary | 7 | 1 | +2 | - | +4 | +2 | H | ✓ | - |
| ♠ 2 - 6 | Landsknecht pike | Mercenary | 6 std 12 | 2 units / 18 stands | +1 | - | +2 | NC | H / M | - | - |
| | | | 9 std 16 | | | | | | | | |
| | | | 12 std 20 | | | | | | | | |
| | | | 15 std 24 | | | | | | | | |
| ♠ 7 | Landsknecht arquebus | Mercenary | 3 | 1 per unit | +1 | Up 2 | NC | NC | L | - | ✓ |
| ♠ 8 | Heavy artillery | Militia | 6 | 2 | -1 | Up 2 | Dn 1 | Dn 1 | L | - | - |
| ♠ 9 - J | Medium artillery | Militia | 4 | | -1 | Up 1 | Dn 1 | Dn 1 | L | - | - |
| ♠ Q - A | Light artillery | Militia | 2 | | -1 | NC | Dn 1 | Dn 1 | L | - | - |

Sequence Deck (28 cards)

Army Characteristics

| | | | | | | | |
|--------------------------------|---|----------------------|---|------------------|---|-------------------------|----|
| Cavalry move in open | 2 | Engine of war move | 1 | Melee resolution | 4 | Morale card divisor | 4 |
| Cavalry manoeuvre | 1 | Engine of war reload | 1 | Leader check | 2 | Opportunity chips | 2 |
| Light cavalry move | 0 | Missile reload | 2 | Milling around | 3 | Leader quality modifier | NC |
| Infantry move in open | 2 | Elite reload | 1 | Courage | 1 | Move in Type IV | d8 |
| Infantry manoeuvre | 1 | Deployment | 1 | Pillage and loot | 1 | Sapper task | d8 |
| Infantry / cavalry in III / IV | 2 | Heroic moment | 2 | Major morale | 1 | Other difficulty | d8 |

NOTES

If the Pope is present add one *Divine Inspiration* and remove one *Milling Around*.

If any Extra Heavy Cavalry are present add one *Uncontrolled Charge* and remove one *Milling Around*.

VENETIAN ARMY COMPOSITION

| Card | Unit Type | Training level | Unit cost in florins | Max. units | Unit Factors | | | | Notes | | |
|----------|--------------------------|----------------|--|------------------------|--------------|------|------|------|-------|------|----|
| | | | | | BDV | Fire | Mel | Mor | Arm | Fear | SK |
| ♦ 2 - 4 | Casa | Household | 7 | 2 | +2 | - | Up 4 | Up 1 | EH | ✓ | - |
| ♦ 5 - J | Italian Lance Spezatte | Mercenary | 6 | 4 | +1 | - | Up 4 | NC | EH | ✓ | - |
| ♦ Q - A | Other Condottiere | Mercenary | 5 | 2 | NC | - | Up 4 | NC | H | - | - |
| ♣ 2 - 5 | Italian mounted crossbow | Mercenary | 3 | 3 | 0 | Up 1 | NC | NC | M | - | ✓ |
| ♣ 6 - 7 | Italian mounted arquebus | Mercenary | 3 | 1 | 0 | Up 1 | NC | NC | L | - | ✓ |
| ♣ 8 - Q | Stradiots* | Mercenary | 4 | 3 | 0 | NC | Up 2 | NC | M | - | ✓ |
| ♣ K - A | Romagnol pike | Mercenary | 6 std 12 | 1 | +1 | - | Up 3 | Up 1 | H / M | - | - |
| ♥ 2 - 4 | | | | | | | | | | | |
| ♥ 5 - 9 | Schiavoni | Marines | 4 | 3 | +1 | Up 1 | Up 1 | Up 1 | M | - | - |
| ♥ 10 - A | Italian arquebus | Mercenary | 3 | 4 | 0 | Up 2 | NC | NC | L | - | ✓ |
| ♠ 2 - 6 | Landsknecht pike | Mercenary | 6 std 12 9 std 16 12 std 20 15 std 24 | 2 units / 18 stands | +1 | - | +2 | NC | H / M | - | - |
| ♠ 7 | Landsknecht arquebus | Mercenary | 3 | 1 per unit | +1 | Up 2 | NC | NC | L | - | ✓ |
| ♠ 8 | Heavy artillery | Militia | 6 | 2 | 0 | Up 2 | Dn 1 | Dn 1 | L | - | - |
| ♠ 9 - J | Medium artillery | Militia | 4 | | 0 | Up 1 | Dn 1 | Dn 1 | L | - | - |
| ♠ Q - A | Light artillery | Militia | 2 | | 0 | NC | Dn 1 | Dn 1 | L | - | - |

Sequence Deck (28 cards)

Army Characteristics

| | | | | | | | |
|--------------------------------|----|----------------------|---|------------------|---|-------------------------|----|
| Cavalry move in open | 2 | Engine of war move | 1 | Melee resolution | 4 | Morale card divisor | 4 |
| Cavalry manoeuvre | 1 | Engine of war reload | 1 | Leader check | 2 | Opportunity chips | 2 |
| Light cavalry move | 1* | Missile reload | 2 | Milling around | 3 | Leader quality modifier | +1 |
| Infantry move in open | 2 | Elite reload | 1 | Courage | 1 | Move in Type IV | d8 |
| Infantry manoeuvre | 1 | Deployment | 1 | Pillage and loot | 1 | Sapper task | d8 |
| Infantry / cavalry in III / IV | 1 | Heroic moment | 2 | Major morale | 1 | Other difficulty | d8 |

NOTES: If any Extra Heavy Cavalry are present add one *Uncontrolled Charge* and remove one *Milling Around*.