

Warmaster Renaissance Supplement

By Steve Fox, with play test and ideas from Clif Castle
Based on the Warmaster Rules by Games Workshop and,
The Ancientmaster amendments by Stephen Hess



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Introduction

These rules are meant to supplement the Warmaster fantasy miniatures rules produced by Games Workshop, and incorporate the ancient rules supplement for that system developed by Stephen Hess. Our thanks to Mr. Hess for taking the time to assemble the basic troop types for the vast majority of troops available in the ancient period, as well as providing many prepared armies lists, and for graciously allowing me to directly incorporate his work into this piece. This supplement for Renaissance gaming is heavily dependent on the work done for the ancient period. Especially useful were the basic infantry, cavalry and elephant troop types. Rules incorporated here are [elite](#), [skirmishers](#), [phalanx](#), [warband](#), and [camels](#). Stephen Hess's Ancientmaster rules supplement can be found on the web at <http://www.brumbaer.de/Wm/Ancients/index.html>.

Warmaster is somewhat of a cross between DBA/M/R and Warhammer. It offers very fast play through the use of abstracted movement and morale, while emphasizing command control as the means of maneuvering troops into advantageous or dire consequences. The challenge for us as Renaissance gamers is to have these rules reflect both the technological as well as the organizational advancements that were made during our favored period. The accommodations we must make are for:

- The increased effectiveness of artillery
- The use of massed pike columns introduced by the Swiss and widely adopted in the period.
- The increasing emphasis and improvements of hand held firearms.

Current play testing by Clif Castle and myself has led us to conclude, so far, that these rules and amendments will only allow for fair competition gaming if the opposing armies are limited to fighting in period. Longbow-armed armies probably will not be nearly as effective against harquebus/musket armies as they have been in past rules systems such as WRG's 1420-1700 (Gush) rules systems made them. For those who wish to fight say, Henry VIII vs. Late Spanish Italian Wars, the English player will have to accept that Henry will have to be a master general on the field to gain a victory.

Through all of this, remember that the original rules intention was to de-emphasize individual weaponry and have troops create their EFFECT on the battlefield. Thus, the fact that our harquebus shoots as far as a musket or longbow is OK when opposing armies are from the same period. Since the points are paid the same, in competition play view those differing troops as being Firearm infantry, and it's not too much of a stretch. Things to keep in mind about these rules:

- The side that takes the initiative and attacks first can gain a distinct advantage.
- Positioning and use of terrain is critical.
- Ability to time, coordinate, and develop plans of attack, defense and maneuver, will win the battle.

I think these are the main appeal of these rules for me. You are required to be a general, rather than a captain. Sun Tzu actually applies here. I am open to input for accommodating ships, boats and anything else you think I might have missed. E-mail your comments and suggestions to stevefox@foxasc.com.

Command

Generals

There are three types of Generals and two types of Sub Commanders (equivalent to a hero in the original Warmaster). The difference is the command value and resulting point value.

<u>Type</u>	<u>Attacks</u>	<u>Command</u>	<u>Points per</u>
General	2	10	170
General	2	9	125
General	2	8	95
Sub Commander	1	8	80
Sub Commander	1	7	45

Because even a command 10 General can be accompanied by two heroes, his cost is increased to 170 compared to the 155 for a command 10 Warmaster General. A 10 rating should be the exception. Gustavas Adolphus, Maurice of Nassau, Fernandez Gonzolo de Cordoba, Oliver Cromwell, Lennart Torstensson, Johann von Tilly, Sultan Selim I, Sultan Suleiman I, Swedish King Charles XII, Henri de La Tour d'Auvergne de Turenne, Eugene of Savoy, Hernando Cortes, Francisco Pizarro, and John Churchill (duke of Marlborough) are the only generals from our period that made the Military 100 list. They would definitely be 10s.

Elephant Mount

Some leaders can ride to war on an Elephant. And usually they do if they can. While there is a distinction between African and Indian Elephants for Elephant units, there is none for Elephant mounts. Generals and Sub Commanders mounted on elephants get extra 3 attacks. This mount costs 90 points each and causes terror in opposing troops.

Cavalry Troop Types

Shock Cavalry

Type	Attacks	Hits	Save	Size	Cost	Special
Super Heavy Cavalry	3	3	3	3	140	Terrifying
Heavy Cavalry	3	3	4	3	110	
Cavalry	3	3	5	3	90	
Light Cavalry	3/1	3	6	3	90	Range 15 cm.

See the original Warmaster rules for effects of Terrifying. Possible special characteristics are [Elite](#), [Fast](#), and [Impetuous](#).

Combination Cavalry

Type	Attacks	Hits	Save	Size	Cost	Special
Heavy Horse Archers	3/1	3	5	3	100	
Horse Archers	3/1	3	6	3	85	
Light Cavalry	3/1	3	6	3	90	Range 15 cm.

Possible special characteristics are [Elite](#), [Fast](#), and [Impetuous](#).

Skirmishing Cavalry

Shoot all around.

Type	Attacks	Hits	Save	Size	Cost	Special
Skirmish Cavalry	2/1	3	0	3	65	Skirmishers , Range 15cm
Skirmish Horse Archers	2/1	3	0	3	70	Skirmishers
Mounted Harquebusiers	2/1	3	0	3	80	Firearm , Skirmishers , Range 15cm

Refer to Special Rules section for information on [Skirmishers](#) and [Firearm](#). Possible special characteristics are [Elite](#), [Fast](#), and [Impetuous](#).

Pistoleers

Type	Attacks	Hits	Save	Size	Cost	Special
Heavy Pistoleers	3/1	3	4	3	130	Firearm
Reiter Cavalry	3/1	3	5	3	115	Firearm
Cavaliers	3/1	3	6	3	100	Firearm

Range 15cm. May fire during a move to contact with enemy. Shot is taken during the shooting phase even if contact was made during movement. See [Skirmisher](#) rules for description of effects of this shooting. Possible special characteristics are [Elite](#), [Fast](#), [Impetuous](#), and [Caracole](#).

Foot Troop Types

Bowmen

Regular or Armored

Type	Attacks	Hits	Save	Size	Cost	Special
Heavy Bowmen	3/1	3	5	3	85	
Bowmen	3/1	3	6	3	70	
Light Bowmen	3/1	3	0	3	55	
Skirmishing Bowmen	2/1	3	0	3	55	Skirmishers

Range = 30cm. Refer to Special Rules section for information on [Skirmishers](#). Possible special characteristics include [Elite](#), [Mounts](#), and [Accurate](#).

Firearm Infantry

Type	Attacks	Hits	Save	Size	Cost	Special
Heavy Firearm Infantry	2/2	3	6	3	100	Firearm
Firearm Infantry	2/2	3	0	3	85	Firearm
Skirmish Firearms	2/1	3	0	3	70	Skirmishers , Firearm

Range = 30cm. Refer to Special Rules section for information on [Firearms](#) and [Skirmishers](#). Possible special characteristics include [Elite](#), [Fast](#), [Mounts](#), and [Accurate](#).

Infantry

Type	Attacks	Hits	Save	Size	Cost	Special
Super Heavy Infantry	3	3	4	3	80	
Heavy Infantry	3	3	5	3	65	
Infantry	3	3	6	3	50	
Light Infantry	3	3	0	3	35	
Skirmish Infantry	2/1	3	0	3	35	Range 15cm, Skirmishers
Levies	2	3	0	3	20	
Peasants	1	3	0	3	5	

See Rules section for information on [Skirmishers](#). Possible special characteristics include [Elite](#), [Fast](#), [Warband](#), [Mounts](#) and [Impetuous](#).

Pikemen

Type	Attacks	Hits	Save	Size	Cost	Special
Super Heavy Pike	3	3	4	4	120	Pike Column , Massed Target
Heavy Pike	3	3	5	4	100	Pike Column , Massed Target
Medium Pike	3	3	6	4	80	Pike Column , Massed Target
Unarmored Pike	3	3	0	4	60	Pike Column , Massed Target

See Rules section for information on [Pike Column](#) and [Massed Target](#). Possible special characteristics include [Elite](#), [Fast](#), and [Impetuous](#).

Special Troop Types

Artillery

Type	Range	Attacks	Hits	Save	Size	Cost	Move
Heavy Guns or Bombards	100cm	2/4	3	0	1	90	10cm
Medium (Field) Guns	80cm	2/3	2	0	1	75	15cm
Light Guns	50cm	2/2	2	0	1	60	20cm
Organ and Battery Guns	20cm	2/4	2	0	1	60	20cm

Heavies must remain stationary for one turn before firing. Mediums may not move and fire in the same turn. Lights have no restrictions on movement and firing. Organ and Battery may not have moved or fired in previous turn. On first turn of game all artillery is considered to have not moved previously. Bounce, grapeshot and armor rules all apply as the original Warmaster rules describe, except for organ and battery guns that are always considered grapeshot. When artillery, other than light, is required to fall back as a result of fire, this represents the crew taking cover or running. Use a marker base or special stand of figures to show their position. When falling back, leave the guns in place. Any “uncrewed” artillery piece that is contacted by enemy troops is automatically removed from the table, as is its crew. Artillery driven back in combat is eliminated completely.

Elephants

Type	Attacks	Hits	Save	Size	Cost	Special
Late Indian Elephant	6/2	4	5	1	120	Firearm
Late African Elephant	5/2	4	5	1	110	Firearm
Indian Elephant	6/1	4	5	1	100	
African Elephant	5/1	4	5	1	90	

Move 20cm. Range = 30cm. Refer to the Special Rules section on effect of Firearm. Elephants cause terror. If an Elephant is driven back or retreats into any stand it will not wait for the soldiers to make way it will run them down in panic. Before the unit makes way, or refuses to make way, or before the Elephant is stopped or killed by a blocking enemy stand or combat, the Elephant will attack that stand. It is resolved as 3 normal close combat attacks. The wounds inflicted are added to any other wounds that have been or will be inflicted that phase (combat or shooting). If this happens in the shooting phase the wounds inflicted count towards the wounds for determining the number of stands lost (as said before), but do not add dice to the ones rolled for drive back.

War Wagons

Type	Attacks	Hits	Save	Size	Cost	Special
War Wagon	3/2	3	3	1	50	Firearm
Early War Wagon	3/1	3	3	1	35	

Move 20cm. Range = 30cm. Refer to the Special Rules section on effect of Firearm. Treat as a steam tank (WM) for movement purposes. Shots from Artillery do not ignore the save roll, but do use a +1/+2/+3 modifier from light/medium/heavy guns when making the roll. Refer to the Special Rules section on effect of Firearm.

Special Characteristic Rules

Accurate

Accurate Firearms

Refer to the introduction of the musket over the harquebus. The resulting decrease in “windage” increased the accuracy of the musket at closer ranges. This characteristic is treated the same as Elvin fire (WM) in effect but only when the shot is at close range. The designation Accurate receives a +1 on the “to hit” roll when shooting at 15cm or less. This is an additional 5 points per stand.

Accurate Bowmen

This is a +1 modifier on all “to hit” rolls, regardless of range. It is equivalent to the Elvin Fire rule in the original Warmaster rules. This probably is only applicable to British Isles armies and the Turkish Janissaries. What this represents is especially well trained troops who fired in mass according to calls by a leader of the range to target. This is an additional 5 points per stand.

Camels

Some cavalry units are equipped with camels instead of horses. Camels are cheaper and can carry heavier armored riders. But more important in game terms is that they will terrify cavalry unaccustomed to camels. All units (friend and foe) equipped with horses (i.e. cavalry, chariots) are subject to terror by units (i.e. not characters riding camels) equipped with camels. Camels cost 10 extra points per unit of 3 stands. At a cost of 5 extra points per unit of 3 stands, cavalry units may be made camel proof if the army fielded contains camel troops as well.

Caracole

Pistol cavalry firing by this method may shoot in up to three ranks of troops. If fire disorganizes a target infantry unit, the caracoling unit has the option of immediately charging to contact and engaging in combat. The caracoling unit does not act like Cuirassiers and shoot again prior to the melee. The disorganizing fire need not be by the caracoling troops. The charge in will always make contact regardless of distance to the target. Costs 10 Points extra per unit of 3 stands.

Elite

Some units are especially powerful. Those units have the usual profile, but each stand gains 1 additional combat attack. This attack costs 5 points per stands.

Fast Troops

At the end of a characters command movement, any units in its command classified as fast may make one additional move without needing to roll a command result. A unit may NOT make this move if it had previously FAILED an attempt to move. This is an additional 5 points per stand.

Firearm Troops

All firearm-classified troops cause a -1 on the targets saving/armor roll. This is an additional 5 points per stand.

Impetuous Troops

At the end of a characters command movement, any units classified as impetuous must make a single 1d6 roll. If the result is a 5 or 6, the unit makes one additional compulsory move directly towards the most easily reached or nearest enemy unit. It will engage in combat if able. It will cause friends to make way if it will

allow contact with the enemy. A unit does NOT make this move if it had previously FAILED an attempt to move. If a brigade of units is all Impetuous, the role is taken as a brigade, but the result is applied to individual units. Impetuous troops are not subject to the terror effects of terrifying troops until they lose a round of combat. Once impetuous troops lose a round of combat, they lose their impetuous status for the rest of the battle. It does not cost any additional points to label a unit impetuous.

Massed Target

Pike Columns constitute a massed target if at least 3 ranks deep. Firearm and artillery fire on these targets receive a +1 to hit benefit when shooting at less than half range for the firearms or hail-shot range for artillery. Organ and battery guns always receive this benefit if in range.

Mounts

Infantry can be given mounts at 5 points per stand. Infantry units so equipped move 30cm for normal movement. However, they are still counted as infantry for terrain restrictions and benefits, and for purposes of measuring charges and drive backs from shooting. Thus they still rout away if the drive back exceeds 20cm in a turn. They would just be observed as getting on their horses and riding away.

Pike Columns

Pikemen are drilled troops trained to advance and attack infantry and to stand against cavalry charges. They are very proficient and able to utilize deep formations to great effect. They are vulnerable to artillery fire and massed musketry. Units that are confused do not count as being in Pike Column. Cavalry will not charge the front of a unit in Pike Column formation. Infantry cannot charge the front of a unit in Phalanx formation by initiative only if given orders. Pikemen that are two stands or more deep fight in two ranks as per the phalanx rules (AM). Pike Columns are not subject to terror.

A unit that started a charge in pike column does not have to bring as many stands into contact with the enemy as possible, but can opt to stay in pike column formation, but the movement restrictions apply. If the unit is in Pike Columns than any stand that would (using the standard rules) support another stand of the same unit will not support that stand, but will attack the front stand's enemy just as if they were in contact. The front stand cannot receive support by the second rank attacker, but the second rank attacker can be supported as it counts as fighting. (I.e. a charging 4 stand unit in Pike Column would have 8 attacks plus 2 support. 5 Points per stand.

Skirmishers

Skirmishers are used to harass the enemy with missile fire, but stay out of close combat. Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they cannot shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused. 5 points per stand.

Warband

Any unit can be classified as Warband. Warbands are less well organized and trained than regular units. Especially strong is the effect of numbers and success and casualties on the unit's morale. If all units of a brigade are classified as Warband and the brigade consists of at least 3 units, the brigade's command value is increased by 1. Remember: a command roll of 11 or 12 is always a fail. If a Warband has to roll for drive backs without losing a stand, the unit rolls 1 dice less than usual. If a Warband has to roll for drive backs after losing at least one stand, the unit has to roll 1 dice more than usual. Each stand of a Warband gets +2 attacks instead of the usual +1 when the Warband pursues. Each stand of a Warband loses 1 attack when the Warband fights a pursuing enemy (i.e. the Warband retreated). A Warband unit has its point cost increased by 5 for each 3 stands.

Other Information

Basing

All troops should be based per DBM/DBR standards. Note that this will seem, to the original Warmaster fantasy gamers, that we are reducing the effectiveness of cavalry. We deliberately are. Play testing indicated that the doubling up of cavalry would have made them impossible for infantry to stand against. It also indicated that elite gendarmes still romp all over the battlefield unless opposed by LOTS of shot or a combination of pikes and shot

Field Fortifications

All field fortifications must be represented by stands of a depth of at least 1cm but not to exceed 3cm. Their effect only counts if the stand shooting or in combat against the defender is not completely behind the back edge of the obstacle. In addition to the rules relating to terrain type obstacles under movement, shooting and combat, the following rules apply.

Portable low obstacles such as stakes, Swedish feathers, etc. eliminate the charge in open bonus and terror effects of opposing troops attacking across them. They make infantry and artillery count as defended. A unit may not move or shoot in a turn during which it places or retrieves these obstacles. If a unit is pushed back from defending them they are eliminated and the point value considered lost for victory/defeat purposes. These cost 5 points per stand of coverage.

Moveable fortifications include Chevaux 'd fries, Gulay Gorod sections, wagon lagers, etc. They move with their assigned unit. They have the same effect on close combat as portable obstacles. They effect shooting and combat as if the artillery or infantry were fortified. The exception is that Heavy and Medium artillery shoot at full normal effect. These cost 15 points per stand of coverage.

Placed fortifications, including gabions, ditch & palisade, etc., have the same effect as moveable fortifications but are immovable. They give protection against heavy and medium artillery as well. These cost 15 points per stand of coverage.

Large Units

There is nothing that says you can't have units larger than 3 or 4 stands. Just add a proportional cost per stand added to the unit. Command roll modifiers by unit size are:

of Stands Lost

Original Unit Size	1	2	3	4	5	6	7	8	9
2	-1	-	-	-	-	-	-	-	-
3	-1	-2	-	-	-	-	-	-	-
4	-	-1	-2	-	-	-	-	-	-
5	-	-1	-1	-2	-	-	-	-	-
6	-	-1	-1	-2	-2	-	-	-	-
7	-	-	-1	-1	-2	-2	-	-	-
8	-	-	-1	-2	-2	-2	-	-	-
9	-	-	-1	-1	-1	-2	-2	-2	-
10	-	-	-	-1	-1	-1	-2	-2	-2

Conversion from DBR

<u>DBR Type</u>	<u>Troop Type and Special</u>	<u>Attack</u>	<u>Hits</u>	<u>Save</u>	<u>Stands</u>	<u>Cost</u>
Lancers (S)	Super Heavy Cavalry, Elite, Terrifying, Impetuous	4	3	3	3	150
Lancers (O)	Super Heavy Cavalry	3	3	4	3	120
Lancers (I)	Heavy Cavalry	3	3	5	3	105
Lancers (F)	Cavalry, Fast, Impetuous	3	3	6	3	90
Pistols (S)	Heavy Pistoleers	3/1	3	4	3	130
Pistols (O)	Reiter Cavalry	3/1	3	5	3	115
Pistols (F)	Cavaliers, Elite, Impetuous, Fast	4/1	3	6	3	130
Pistols (I)	Reiter Cavalry, Caracole,	3/1	3	5	3	125
Sipahis (S)	Heavy Horse Archers, Elite	4/1	3	5	3	115
Sipahis (O)	Heavy Horse Archers	3/1	3	5	3	100
Sipahis (I)	Horse Archers	3/1	3	6	3	85
Sipahis (F)	Horse Archers, Elite, Fast	4/1	3	6	3	115
Light Horse (S)	Light Cavalry	3/1	3	6	3	90
Light Horse (O)	Light Cavalry	3/1	3	6	3	90
Light Horse (I)	Mounted Harquebusiers, Skirmishers	2/1	3	0	3	80
Light Horse (F)	Skirmish Horse Archers, Fast	2/1	3	0	3	85
Camelry (S)	Heavy Cavalry, Camels	3	3	5	3	115
Camelry (O)	Cavalry, Camels	3	3	6	3	100
Camelry (F)	Skirmish Horse Archers, Camels, Fast	2/1	3	0	3	100
Dragoons (S)	Firearm Infantry, Mount, Accurate, Elite	3/2	3	0	3	135
Dragoons (O)	Firearm Infantry, Mount, Accurate	2/2	3	0	3	115
Dragoons (I)	Firearm Infantry, Mount	2/2	3	0	3	100
Shot (S)	Firearm Infantry, Accurate, Elite	3/2	3	0	3	115
Shot (O)	Firearm Infantry, Accurate	2/2	3	0	3	100
Shot (I)	Firearm Infantry	2/2	3	0	3	85
Shot (F)	Firearm Infantry, Fast, Elite	3/2	3	0	3	115
Blades (S)	Super Heavy Infantry	3	3	4	3	80
Blades (O)	Heavy Infantry	3	3	5	3	65
Blades (I)	Infantry	3	3	6	3	50
Blades (F)	Infantry, Elite, Fast	4	3	6	3	80
Bows (S)	Heavy Bowmen, Accurate	3/1	3	5	3	100
Bows (O)	Bowmen	3/1	3	6	3	70
Bows (I)	Light Bowmen	3/1	3	0	3	55
Pikes (S)	Super Heavy Pike	3	3	4	4	120
or	Elite Heavy Pike	4	3	5	4	120
Pikes (O)	Heavy Pike	3	3	5	4	100
Pikes (I)	Medium Pike	3	3	6	4	80
Pikes (F)	Unarmored Pike, Impetuous, Fast	3	3	0	4	80
Skirmishers (S)	Firearm Skirmishers, Accurate	2/1	3	0	3	85
Skirmishers (O)	Firearm Skirmishers	2/1	3	0	3	70
Skirmishers (I)	Skirmishing Bowmen	2/1	3	0	3	55
Warband (S)	Infantry, Elite, Warband, Impetuous	3	3	6	3	70
Warband (O)	Infantry, Warband, Impetuous	3	3	6	3	55
Warband (I)	Unarmored Infantry, Warband, Impetuous	3	3	0	3	40
Hoard (S)	Levie Infantry, Fast, Impetuous	2	3	0	3	35
Hoard (O)	Levies, Impetuous	2	3	0	3	20
Hoard (I)	Peasants	1	3	0	3	5
War Wagon (O)	War Wagon	3/2	3	3	1	50
War Wagon (I)	Early War Wagon	3/1	3	3	1	35
Elephant (S)	Late Indian Elephant	6/2	4	5	1	120
Elephant (O)	Indian Elephant	6/1	4	5	1	100
Elephant (I)	African Elephant	5/1	4	5	1	90

Conversion from WGR 2nd Ed. (Gush)

Start with the basic troop type based on armor and presence of missile weapon. Use these guidelines to “upgrade” the troops.

Extra Heavy = Armor Save of 4
 Heavy = Armor Save of 5
 Medium = Armor Save of 6
 Light = Armor Save of 0
 Barding affects cavalry armor by -1.

Upgrading armor cost 5 points/stand/point of save.

A morale = Elite, Impetuous
 B morale = Elite
 D and E = Warband if they represent tribal troops.
 C and D class troops generally are “normal” troops under these rules.

Open Order troops are generally Skirmishers. However LC with lance in open order could be classified as Light Cavalry. Stradiots are a perfect example of this.

Here are some examples:

EHC, Lance, B morale, Barding, Order would be:

<u>Troop Type and Special</u>	<u>Attack</u>	<u>Hits</u>	<u>Save</u>	<u>Stands</u>	<u>Cost</u>
Super Heavy Cavalry, Elite, Terrifying	4	3	3	3	150

The Barding makes the unit terrifying.

HI, Pike, B, Fanatic, in order (Swiss)

Heavy Pike, Elite, Impetuous, Fast	4	3	5	4	140
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In close order would not be considered fast.

MI, C, Musket, halberd, Order

Firearm Infantry, Accurate, Terrifying	2/2	3	6	3	130
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The halberd makes the troops terrifying.

HC, A, Lance, Bow, Barding, Open Order

Heavy Horse Archers, Elite, Impetuous, Fast	4/1	3	4	3	130
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