

Spanish Fury: Battle!- or P I S T O L A D O

Quick Reference Data Sheet



Melee Type

Melee Strengths	10	9	8	7	6	5	4	3	2	1	0
10	ES	ES	A	A	US	US	US	O	O	O	O
9	ES	ES	A	A	A	US	US	US	O	O	O
8	A	A	ES	ES	A	A	US	US	O	O	O
7	A	A	ES	ES	ES	A	US	US	O	O	O
6	US	A	A	ES	ES	ES	A	US	US	O	O
5	US	US	A	A	ES	ES	A	US	US	O	O
4	US	US	US	US	A	A	ES	A	US	O	O
3	O	US	US	US	US	US	A	ES	A	US	O
2	O	O	O	O	US	US	US	A	ES	A	US
1	O	O	O	O	O	O	O	US	A	ES	A
0	O	O	O	O	O	O	O	O	US	A	ES

- MINUS Modifiers**
- Gave Ground last turn: -1
 - Broken Into last turn: -2
 - Enemy Uphill: -1
 - Enemy Higher Ferocity: -1
- PLUS Modifiers**
- Size Adv. 3:2- +1
 - 2:1- +2
 - 3:1- +3
 - Defending Entrenchm'ts.: +3
 - Defending Hedge/Wall: +1
 - Commander Valour: +1 per†

Melee Outcome

2D6	Even Struggle	Advantaged	Uneven Struggle	O'rwhelmed
2	Rout!	Break Into	Break Into	Give Ground
3	Break Into	Give Ground	Give Ground	Deadlocked
4	Give Ground	Give Ground	Deadlocked	Give Ground
5	Give Ground	Deadlocked	Deadlocked	Give Ground
6	Deadlocked	Regroup	Give Ground	Break Into
7	Regroup	Deadlocked	Give Ground	Break Into
8	Deadlocked	Give Ground	Break Into	Rout!
9	Give Ground	Give Ground	Break Into	Rout!
10	Give Ground	Break Into	Rout!	Rout!
11	Break Into	Rout!	Rout!	Surrender
12	Rout!	Rout!	Surrender	Surrender

KEY: **Stronger side wins** / **Weaker side wins** / **Neither side wins**

RESULTS	Cas Rolls	
	W/L	W/L
Deadlocked: Continue Melee (always neutral). Cavalry: treat 2nd consecutive Dead. as Regroup.	2/2	1/1
Give ground: Loser back 1 depth, winner follow up. -1 modif. next turn. Defending Terrain: defenders do not GG or follow up.	1/1	1/4
Break Into: Loser back 1 depth, winner follow up. +Disaster Check. Loser has BI minus modif. next round.	2/3	1/3

Casualty Roll 1D6: 1-2= 0 Cas ; 3-4= 1 Cas ; 5-6= 2 Cas

Ferocity: Plus 1 on Casualty Roll per point of ferocity of enemy troops

Wavering

- Waver Modifiers Explain d**
- Cohesion
 - Casualties.
 - Confidence
 - Opponent Ferocity#
 - Isolation (+1)
 - General Present (-1)
 - Defending Position (-2)

- Waver Results Explain d**
- Ch: Charge.
 - 1/-2: Lose Cohesion level
 - H: Halt.
 - X: Rout.
 - CC: Countercharge.
 - St: Stand.
 - SC: Stand or Counterchg.
 - Ev: Evade.
 - CE: Charge or Evade
 - Rt: Retire.
 - Ln: "Landsknecht's response".
 - Sd: Surrender.

Limbered



Swiss, Spanish Foot



Enfants Perdus

Other Foot

Charge!

1c Double

2c Double or Charge

0c Double or Charge

1/2 March

1/2 March

1/2 March

0c March

0c March

0c March



Charge!



1c Charge!

1c

1c Double

0c Double

1/2 March

1/2 March

0c March

0c March