

Early Imperial Austrian 1520-1558

Unit	Unit Type	Weapon	Hand to Hand	Shooting	Morale	Stamina	Special	# of Units	Points
Imperial Gendarmes	Heavy Horse	Lance, Mace, Sword	10	-	3+	4	Heavy Cavalry D3, Elite 4+	Up to 5 Units (max 2 units of Imperial Gendarmes)	66
Men at Arms	Heavy Horse	Lance, Mace, Sword	9	-	4+	Heavy Cavalry +1, Elite 4+	52		
Poorly Equipped Men at-Arms	Heavy Horse	Lance, Sword	8		4+	Heavy Cavalry +1	44		
Spanish Men at Arms	Heavy Horse	Lance, Mace, Sword	9	-	3+	4	Heavy Cavalry +1, Elite 4+	Up to 1 Unit	60
Burgundian Men at Arms	Heavy Horse	Lance, Mace, Sword	9	-	3+	4	Heavy Cavalry +1, Elite 4+		60
Italian Men at Arms	Heavy Horse	Lance, Mace, Sword	8	-	3+	3	Heavy Cavalry +1, Mercenary		45
Spanish or Italian Mounted Arquebus	Horse	Arquebus	5	1	5+	3	(Mercenary)	Up to 1 Unit	31 (28)
Spanish or Italian Mounted Arquebus	Skirmishing Light Horse	Arquebus	4	1	5+	3	(Mercenary)		29 (26)
Jinetes	Light Horse Skirmishers	Javelin Sword Shield	6	1	5+	3	Fire and Evade	Up to 1 Unit	35
Celedas	Heavy Horse	Lance, Sword	8		4+	4	Heavy Cavalry +1		49
Hussars	Light Horse Skirmishers	Sword, Bow, Shield (Lance)	6	1	5+	3	Fire and Evade (Lance)	Up to 4 Units	36 (41)
Szeklar Cavalry	Light Horse	Sword, Bow (Lance)	7	1	4+	3	(Elite 6+) (Lance)	Up to 2 units	40 (44) (49)
	Light Horse Skirmishers	Sword Bow (Lance)	6	1	5+	3	(Elite 6+) (Lance)		36 (40) (45)
Mounted Crossbowmen (only before 1543)	Horse	Crossbow	5	1	4+	3		Up to 2 Units	35

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Berittene Hakenbuch - schützen	Horse	Arquebus	6	1	4+	3			37
Reiters (only from 1543)	Horse	Sword, Pistol	7	1	4+	3	Mercenary , Caracole		36
Colunela Foot before 1534									
Colunela Pike	Foot Pike Block	Pike	6	-	4+	4	Hedgehog (swordsman in 2nd round of combat if incorporated) (Superbly Drilled and Steady) ⁱ	Up to 2 units	34 (38) or 44 (48)
Colunela Swordsmen	Foot Battle Line	Sword and Buckler	6	-	4+	3	Swordsmen(Superbly Drilled and Steady) ⁱⁱ	1 per 2 pike units or can be incorporated into pike	34 (44)
Colunela Arquebus	Foot Battle Line	Arquebus	3	2	5+	3	(Superbly Drilled and Steady) ⁱⁱⁱ	1 per pike units	25 (35)
Tercios from 1534									
Tercio Pike	Foot Pike Block	Pike	8	-	4+	8	Hedgehog, Swordsmen in 2nd round of combat, Large Unit, (Superbly Drilled, Steady) ^{iv} (Elite 4+) ^v	Up to 2 units	56 (66) (72)
Tercio Arquebus	Foot Battle Line	Arquebus	-	1	-	-	See pike definition shoot 1 dice on all facings		
Landsknecht^{vi}									
Landsknechts	Foot Pike Block	Pike	6	-	4+	4	Hedgehog, Mercenary, Bad War, Heavy Infantry Weapon in 1st Round	2 to 10 units	32
Landsknecht Arquebus	Foot Battle Line	Arquebus	3	2	5+	3	Mercenary, Bad War	1 per 2 pike	22
City Militia									
City Militia Crossbowmen	Foot Battle Line	Crossbowmen	3	2	5+	3	Militia	Up to 2 units	24

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City Militia Arquebus	Foot Battle Line	Arquebus	3	2	5+	3	Militia		22
City Militia Pike (only before 1525)	Foot Pike Block	Pike	6	-	4+	3	Militia	Up to 4 units	27
City Militia Pike	Foot Pike Block	Pike	6	-	4+	3	Militia, Untested		27
Ordinance									
Heavy Artillery	Ordinance	Heavy Gun	1	3-2-1	5+	2	Maximum 4 Heavy Guns	2-6	25
Medium Artillery	Ordinance	Medium Gun	1	3-2-1	5+	2	Maximum 4 Medium Guns		21
Field Defences	Major Obstacles								

ⁱ Up to half units fielded can be upgraded as veteran pike and supports

ⁱⁱ Units associated with upgraded pike also need to be upgraded

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^{iv} Any or all Tercios can be upgraded as "veterans"

^v Up to 3 Tercios can be upgraded to "viejos" or "old tercios"

^{vi} The Army must include twice as many Landsknecht foot units as Colunela or Tercio foot units