

Later Imperial Austrian 1559-1618

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+	4	Heavy Cavalry +1, Elite 4+		52
Poorly Equipped Men at-Arms	Heavy Horse	Lance, Sword	8		4+	3	Heavy Cavalry +1		44
Kuirassiere	Heavy Horse	Sword, Pistol	8	1	3+	3	(Mercenary), Caracole	Up to 3 Units	45 (42)
Reiters (only from 1543)	Horse	Sword, Pistol	7	1	4+	3	Mercenary, Caracole	Up to 4 Units	36
<i>A maximum of 6 cavalry units may be selected from those shown above.</i>									
Spanish Men at Arms	Heavy Horse	Lance, Mace, Sword	9	-	3+	4	Heavy Cavalry +1, Elite 4+	Up to 1 Unit	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)
Celedas	Heavy Horse	Lance, Sword	8		4+	4	Heavy Cavalry +1	Up to 1 Unit	49
Hussars	Light Horse Skirmishers	Sword, Bow, Shield (Lance)	6	1	5+	3	Fire and Evade	Up to 4 Units	36 (41)
Szeklar Cavalry	Light Horse	Sword, Bow (Lance)	7	1	4+	3	(Elite 6+)	Up to 1 unit	40 (44) (49)
	Light Horse Skirmishers	Sword Bow (Lance)	6	1	5+	3	(Elite 6+)		36 (40) (45)
Spanish Tercios									
Tercio Pike (only to 1600)	Foot Pike Block (Early Tercio)	Pike	8	-	4+	8	Hedgehog, Swordsmen in 2nd round of combat, Large Unit, (Superbly Drilled, Steady) ⁱ (Elite 4+) ⁱⁱ	Up to 2 units	56 (66) (72)

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Tercio Arquebus	Foot Battle Line	Arquebus	-	1	-	-	See pike definition shoot 1 dice on all facings		60 (70) (76)
Tercio Pike (only from 1570)	Foot Pike Block (Later Tercio)	Pike	8	-	4+	8	Hedgehog, Swordsmen in 2nd round of combat, Large Unit, (Superbly Drilled, Steady) ⁱⁱⁱ (Elite 4+) ^{iv}		
Tercio Arquebus	Foot Battle Line	Arquebus	-	2	-	-	See pike definition shoot 2 dice on all facings		
Funßknechte									
Funßknechte (only before 1600)	Foot Pike Block (Early Tercio)	Pike	8	-	4+	8	Hedgehog, Heavy Infantry Weapon in 1st Round, Large Unit (Superbly Drilled, Steady) (Elite 6+)	Up to 9 unit	56 (66) (68)
Funßknechte Arquebus	Foot Battle Line	Arquebus	-	1	-	-	See pike definition shoot 1 dice on all facings		
Funßknechte (only from 1570)	Foot Pike Block (Later Tercio)	Pike	8	-	4+	8	Hedgehog, Heavy Infantry Weapon in 1st Round, Large Unit (Superbly Drilled, Steady) (Elite 6+)	Up to 9 unit	58 (68) (70)
Funßknechte Arquebus	Foot Battle Line	Arquebus	-	2	-	-	See pike definition shoot 2 dice on all facings		
Funßknechte (only before 1570)	Foot Pike Block (Kiel)	Pike	6	-	4+	4	Hedgehog, Heavy Infantry Weapon in 1st Round, Superbly Drilled, Steady	Up to 9 unit	46
Funßknechte (only before 1570)	Foot Pike (Unarmoured) Block (Kiel)	Pike	6	-	5+	4	Hedgehog, Heavy Infantry Weapon in 1st Round, Superbly Drilled, Steady	Up to 9 unit	42
Funßknechte	Foot Pike Block (Kiel)	Pike	6	-	4+	4	Hedgehog, Heavy Infantry Weapon in 1st Round,	Up to 9 unit	36
Funßknechte	Foot Pike (Unarmoured) Block (Kiel)	Pike	6	-	5+	4	Hedgehog, Heavy Infantry Weapon in 1st Round	Up to 9 unit	32

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Funßknechte	Foot Pike Block	Pike	6	-	4+	4	Hedgehog, Heavy Infantry Weapon in 1st Round	Up to 9 unit	36
Funßknechte Arquebus	Foot Battle Line	Arquebus	3	2	5+	3		1 per pike	25
Funßknechte	Foot Pike (Unarmoured) Block	Pike	6	-	5+	4	Hedgehog, Heavy Infantry Weapon in 1st Round	Up to 9 unit	32
Funßknechte Arquebus	Foot Battle Line	Arquebus	3	2	5+	3		1 per pike	25
A maximum of 9 units of pike can be used in any combination									
Hakenbuchsenschutzen	Foot Battle Line	Arquebus	3	2	5+	3		Up to 2 units	24
Hakenbuchsenschutzen	Skirmishers	Arquebus	3	1	5+	3			23
Musketeer Company	Skirmishers	Arquebus	3	1	5+	3		Up to 1 unit	25
Ordinance									
Heavy Artillery	Ordinance	Heavy Gun	1	3-2-1	5+	2	Maximum 4 Heavy Guns	2-8	25
Medium Artillery	Ordinance	Medium Gun	1	3-2-1	5+	2	Maximum 4 Medium Guns		21
Light Artillery	Ordinance	Light Gun	1	3-2-1	5+	2		0-2	
Field Defences	Major Obstacles								

ⁱ Any or all Tercios can be upgraded as "veterans"

ⁱⁱ Up to 2 Tercios can be upgraded to "viejos" or "old tercios"

ⁱⁱⁱ Any or all Tercios can be upgraded as "veterans"

^{iv} Up to 2 Tercios can be upgraded to "viejos" or "old tercios"