

# Great Siege of Malta: The Christian Defenders

## Army Commander (40pts)

Roll a D6 (1-Ld 7, 2-4 Ld 8, 5-6-Ld9)

## Infantry Commander - 40 pts, Ld 8

## Cavalry Commander - 40 pts, Ld 8

## Army Special Rules

- At least one-third of the units must be Maltese (any mix Nobles, Horsemen and Militia)
- Any Horse or Foot units in the army can be downgraded to 'Small' at -6 Points each

## Siege Equipment

- Up to a quarter of all infantry units may be given incendiary weapons - opposing units are at -1 to hit and reduce their morale save by 1 (+6 pts per unit).

## The Horse

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Knights Hospitallers	Heavy Cavalry	Lance, Sword	9	0	3+	4	Heavy Cavalry+1, Elite 4+  Fanatic	70pts

Maximum 1 unit

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Maltese Nobles	Heavy Cavalry	Lance, Sword	8	0	4+	4	Heavy Cavalry+1	53pts

Maximum 1 unit - may only be fielded if the Knights of St John are also fielded.

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Maltese Horsemen	Light Skirmisher Horse	Light Lance, Sword, Pistol	6	1	5+	3		36pts

Maximum 2 units (Light Lance - enemy units, horse or foot, are at-1morale if charged)

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Mounted Arquebusiers	Cavalry	Arquebus	7	1	4+	3	Caracole	39pts

Maximum 1 unit in the army

## The Foot

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Knights Hospitallers	Foot Battle Line	Sword, Shield	7	0	3+	4	Swordsmen Elite (4+) Fanatic	54pts

Maximum 2 units in the army

May replace swords and swordsmen ability with Two-Handed Weapons (+2pts)

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Galley Soldiers	Foot Battle Line	Sword, Crossbow	4	2	4+	3		30pts

Maximum 1 unit in the army

May replace crossbows with arquebuses (+2pts)

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Gentlemen Adventurers	Foot Battle Line	Two-Handed Weapons	5	0	4+	4	Stubborn	38pts

Maximum 1 unit in the army

Unit	Unit Type	Weapons	Hand To Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Maltese Militia	Foot Warband	Mixed Weapons	2	1	6+	3	Militia, Rabble	11pts

Options

- Up to half the units may be armed with double-handed weapons (+2pts)
- One of the remaining units may be armed with arquebuses (+1pt)
- Any unit may be fanatic (+5pts)

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Tercio Pikeman	Pike Block	Pike	6	0	4+	4	Hedgehog, Mercenary	31pts

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Tercio Arquebusier	Foot Battle Line	Arquebus	3	2	5+	3	Mercenary	22pts

Maximum 2 units for each pike block. Up to half the units may upgrade the arquebus to a musket (+1pt)

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Garrison Soldiers	Foot Battle Line	Arquebus	2	2	5+	3		24pts

Maximum 1 unit. May replace arquebus with double-handed weapons (free)

## The Ordnance

Maximum 3 artillery pieces per battalia

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Artillery	Ordnance	Various Cannon	1	3-2-1	5+	2		Various

Light Guns - 17pts, Medium Guns - 23pts, Heavy Guns - 27pts

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Siege Artillery	Ordnance	Mortar/ Basilisk	1	2	5+	2		25pts

Maximum 1 Mortar

### Dramatis Personae - Jean de Vallette (Command Value 10) 90pts

Grandmaster Jean de Vallette's conduct of the siege ensured victory. He was extremely resilient and had rowed on a Turkish galley for some time as a slave before being ransomed. Like his arch-nemesis Dragut, he was an old man, but he didn't shirk away from combat.

#### Special Rules:

- Inspiring Presence - any units within 12" of de Vallette gain the Reliable special rule.
- Loved Commander - should de Vallette be killed, the Christian side's best result can only be a draw, even if they annihilate the enemy.