

The early Italian Wars, 1495

MIDGARD HEROIC BATTLES

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The Italian Wars (1495-1559) saw a revolution in warfare and a transition from the mounted knight and bow of the medieval period to the pike and shot of the later renaissance. More importantly, the role of the commander moved from the heroic leadership of an earlier age to a much more modern 'management' style of leadership which no longer saw commanders required or expected to lead their men directly into battle and fight.

With the role of personal leadership being a core facet of the rules, we are sitting right at the end of the period that *Midgard Heroic Battles* is suitable for. During the early years of the Italian Wars armies were essentially medieval in organisation and personal leadership from the front was still important. As such, the Battle of Fornovo in 1495 is perfectly playable using *Midgard*. However, by the time we reach Pavia in 1525, leaders are not expected to directly lead their troops into combat.



With this in mind, the Forces presented here are inspired by the French and Italian League at the Battle of Fornovo in 1495. The queen of the battlefield - French Gendarmes and Italian Men-At-Arms - is still the heavily armoured knight. However, the seeds of their downfall are already present with the rise of the infantry pike (especially when wielded by the Swiss and their hated opponents the Landsknechts) and the introduction of early firearms in the shape of the arquebus. At Fornovo, the knight still reigned supreme; at Pavia, a scant thirty years later, the flower of French chivalry would be surrounded by Imperial pikemen and shot to pieces by arquebusiers.

Here are some additional rules and new Traits that you may find useful for gaming this setting. Capture of Heroes has already appeared in our other later medieval lists but it is repeated here for convenience.

CAPTURE OF HEROES

The late medieval period saw the increasing practice of capturing nobles on the field of battle for a hefty ransom.

- When a Hero is killed in Melee Combat (but not from Shooting), roll 1D6.
- If a 1-2 is thrown, they have gone down fighting and the player may now roll on the Hero Death in Combat table. However, if a 3-6 is thrown, the Hero has been captured – the miniature is removed, losing Reputation as usual, but the player does not roll on the Hero Death in Combat table.
- For simplicity, the captured Hero is removed from the table and cannot be recaptured during the game. Their fate can be decided afterwards!

A CAST OF THOUSANDS

Although *Midgard Heroic Battles* does not have a specific ground scale, armies of many thousands were regularly being fielded in the late medieval period and it was harder for leaders to personally influence them. To represent this, the following special rules apply:

- All Heroes have their range of influence reduced to one Spear Throw. This means that Heroes will have to be within one Spear Throw of Units in their Contingent in order to use their Mighty Deeds to reroll Command Tests.
- Heroes using the *Hold Fast* and *With Me* Traits also have their range reduced to one Spear Throw.

Pike Block (Unit Trait)

The original *Pikes* Trait included in the rules was intended for a generic use of long pointy sticks to help hold off enemy cavalry, giants and flying beasties. The historical use of deep pike blocks and their effectiveness, especially against cavalry, requires something more substantial. The *Pike Block* Trait is only available to Warrior Units, which then have the following special rules.

- The Unit with *Pike Block* gains an additional two support save dice in Melee Combat in open terrain against any enemy to the front. This support dice bonus cannot be used if the Unit with *Pike Block* is fighting in rough terrain or is in Melee Combat to its flank or rear, even if it is in frontal contact as well. Support provided by a Unit with the *Pike Block* Trait can be used when facing an enemy with *Aura of Dread*.
- All Light and Heavy Rider Units will suffer a Combat Dice Penalty when fighting a *Pike Block* to the front in open terrain. This means that they will halve their Combat Dice before adding any bonuses in Step 1 of Resolving Melee Combat.
- In Melee Combat, no enemy (except other *Pike Blocks*) can reroll 1s when fighting the *Pike Block* to the front in open terrain (even if they have charged or are winning).



NB: Reference to the *Aura of Dread* Trait is included in case you wish to try these rules in a different setting, though probably not at Fornovo!

For anyone wanting to experiment in using *Pike Block* in other settings, I have priced it at +6 points per Unit.

Hatred (Unit Trait)

Some Units are notorious enemies with a genuine hatred of each other, such as the Swiss and Landsknechts. Units with the *Hatred* Trait must have a particular foe that is identified as a Hated Enemy and are then subject to the following rules:

- If a Unit with *Hatred* has a Hated Enemy Unit in its Killing Zone at the start of its first Movement Action and can move to contact it, it must attempt to do so. The only exception to this is when a Unit with *Hatred* is holding a Barrier, in which case it may make a Command Test to attempt to stay in position. If the Test is failed, the Unit must charge.
- A Unit with *Hatred* that has taken no Stamina damage and has a Charging or Winning marker may add +1 Combat Dice in Melee Combat when fighting a Hated Enemy.
- A Unit with *Hatred* fighting a Hated Enemy may always re-roll 1s in every round of Melee Combat, irrespective of whether it has a Charging or Winning marker or not.
- If the Unit with *Hatred* wins a combat against a Hated Enemy and its opponent retreats, it must pursue where possible and may not stop to Hold Ground. The only exception to this is when a Unit with *Hatred* is holding a Barrier, in which case it may make a Command Test to attempt to Hold Ground.
- The *Hatred* Trait cannot be given to any Unit with the *Reluctant* or *Impetuous* Trait.



I have provisionally given *Hatred* a points cost of 0 as it is essentially the same as the *Impetuous* Trait with the addition of re-rolls against the Hated Enemy. Assuming similar numbers of Units with *Hatred* and the same Hated Enemy on both sides, this should cancel itself out. In a setting where there is an imbalance of Units with *Hatred*, the points cost might need to be increased based on play testing.

Force 21: French for the early Italian Wars, 1495 (300 points)



Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens
300	93	207	31	8

The French army is a colourful and eclectic entity, with plumed Gendarmes rubbing shoulders with Scottish archers and Swiss mercenaries. Arquebusiers are treated here as crossbows with a range of 4 Spear Throws but also the *Hel's Breath* Trait. The Bear of Bern has been added for a little additional fun in the 400-point list!



Heroes

Charles VIII, King of France

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	39	3	0	4	2	5	None
Army Commander	Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]						
Inspiring	If not in Melee Combat, may support friendly Units with ½ ST. Each Mighty Deed expended = 2 support dice [pg72]						
Mounted	May move 2 ST per Movement Action [pg73]						
Today We Fight To Win	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						

Marechal de Gie, Marshal of France

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	23	2	0	4	2	2	None
Mounted	May move 2 ST per Movement Action [pg73]						
Hold Fast	Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]						

Count de Foix

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	19	2	0	4	2	2	None
Mounted	May move 2 ST per Movement Action [pg73]						

Antoine de Bessey, Bailiff of Dijon

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	12	1	0	4	1	1	None
TRAITS	None						

Units

French Gendarmes			Number of Units				2
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Heavy Riders (Knights)	29	10	0	4	3	3	None
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation [pg68]						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw [pg68]						
Fearsome	Enemy will retreat one Spear Threw in Melee Combat unless also <i>fearsome</i> . <i>Fearsome</i> troops and supports may pursue defeated enemy one Spear Throw [pg66]						
Thunderous Charge	Hits on 4+ in its first round of Melee Combat during the game if fighting to the front in open terrain [pg71]						
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina [pg70]						

Mounted Archers			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Heavy Riders (Medium Cavalry)	18	10	0	3	3	2	None
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation [pg68]						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw [pg68]						
Swiss Pike			Number of Units				2
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	30	12	0	3	4	3	None
Hatred (Hated Enemy: Landsknecht Pike)	Must charge Hated Enemy within Killing Zone at start of Movement Phase. Add +1 Combat Dice with Charging or Winning Marker at full strength. May always reroll 1s to hit when fighting a Hated Enemy Unit. Must pursue Hated Enemy if beaten in Combat.						
Pike Block	+2 Support Dice when fighting any enemy to the front and in open terrain. All Light and Heavy Riders suffer a half Combat Dice penalty when fighting the <i>Pike Block</i> to the front in open terrain. No enemy (except other <i>Pike Blocks</i>) may reroll 1s to hit when fighting the <i>Pike Block</i> to the front in open terrain.						
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina [pg70]						
Italian Mercenary Foot			Number of Units				2
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	14	12	0	2	4	1	None
Reluctant	Must pass a Command Test for every Movement Action [pg69]						



Swiss Mercenary Crossbowmen			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Shooters)	13	6	6	2 (3)	2	1	Crossbow
Agile	No penalties in Rough Terrain [pg67]						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						
Arquebusiers			Number of Units				2
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Shooters)	15	6	6	2 (3)	2	2	Arquebus (range 4 ST)
Agile	No penalties in Rough Terrain [pg67]						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						
Hel's Breath	An enemy Unit hit by shooting must roll 2d6 for its Command Test, using the lower score [pg68]						

Force 21: French for the early Italian Wars, 1495 (400 points)



Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens
400	111	289	40	10



To field a larger Force at 400 Points, increase the number of Units by adding:

- One Swiss Mercenary Crossbows
- One Italian Mercenary Foot

And add the following Heroes and Units:

Heroes

The Bear of Bern, a Swiss mascot

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	8	1	0	2	1	1	None
Non-Combatant	May not use Mighty Deeds to add Combat Dice. May refuse challenges to single combat and Evade charging enemies without loss of Reputation [pg73]						
Swiss	May only use his Mighty Deed to influence Swiss Units, of course!						

Captain Odet

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	10	1	0	3	1	1	None
TRAITS	None						

Units

Scottish Guard Archers

Number of Units

1

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Formed Archers)	22	8	8	2	4	2	Longbow
TRAITS	None						

French Crossbows

Number of Units

1

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Shooters)	13	6	6	2 (3)	2	1	Crossbow
Agile	No penalties in Rough Terrain [pg67]						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						

Gonne

Number of Units

1

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Monstrosity (Artillery)	20	6	6	3	2	2	Light Artillery
Aloof	Cannot be influenced by friendly Heroes (unless attached to the Unit with the <i>Artillerist</i> or <i>Beast Master</i> trait, as appropriate) [pg67]						
Blast	Does not halve dice when shooting at a target in a 1 ST corridor to the front. Does not halve dice when shooting at a target in cover [pg67]						
Fixed	If hit by enemy Shooting, must take a Command Test. If failed, the Unit is given a Shot marker. May not charge. If Unit loses a Combat, it is destroyed [pg68]						
Hel's Breath	An enemy Unit hit by shooting must roll 2D6 for its Command Test, using the lower score [pg68]						
Reluctant	Must pass a Command Test for every move [pg69]						
Slow	May only move once per Movement Phase [pg70]						

Force 22: The Italian League for the early Italian Wars, 1495 (300 points)



Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens
305	80	225	32	8

The Italians also have a varied Force available; their Men-at-Arms are not quite the equivalent of the French Gendarmes, but they are backed up with Stradiots and Venetian Light Horse. The pikemen vary in quality from the Landsknechts down to the rather less reliable Italian Pike, represented here with Armour 2 and the Traits Reluctant and Brittle. The Italian artillery – included in the 400-point Force - is slightly better than the French, not least because it has an *Artillerist* (the fictional Leonardo da Mantua) attached to it.

Heroes

Giovanni Francesco Gonzaga, Marquis of Mantua and Leader of the Italian League

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	39	3	0	4	2	5	None
Army Commander	Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]						
Inspiring	If not in Melee Combat, may support friendly Units with ½ ST. Each Mighty Deed expended = 2 support dice [pg72]						
Mounted	May move 2 ST per Movement Action [pg73]						
Today We Fight To Win	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						

Count Giovanni Francesco of Calazzo

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	27	2	0	4	2	3	None
Mounted	May move 2 ST per Movement Action [pg73]						
Today We Fight To Win	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						
With Me	Once per game, may expend 1 Mighty Deed at the start of own Movement Phase; all friendly Units within 2 ST under the Hero's command automatically pass any Command Tests for movement [pg74]						

Antonio Urbino, Bastard Son of the Duke of Urbino

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	14	1	0	4	1	1	None
Mounted	May move 2 ST per Movement Action [pg73]						

Units

Italian Men-At-Arms

Number of Units

2

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Heavy Riders (Knights)	26	10	0	4	3	3	None
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw						
Fearsome	Enemy will retreat one Spear Threw in Melee Combat unless also <i>fearsome</i> . <i>Fearsome</i> troops and supports may pursue defeated enemy one Spear Throw						
Thunderous Charge	Hits on 4+ in its first round of Melee Combat during the game if fighting to the front in open terrain						
Impetuous	Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat [pg68]						

Stradiots			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Light Riders (Noble Riders & Light Chariots)	21	8	4	3	2	2	Javelins
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers						
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina [pg70]						
Landsknecht Pike			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	30	12	0	3	4	3	None
Hatred (Hated Enemy: Swiss Pike)	Must charge Hated Enemy within Killing Zone at start of Movement Phase. Add +1 Combat Dice with Charging or Winning Marker at full strength. May always reroll 1s to hit when fighting a Hated Enemy Unit. Must pursue Hated Enemy if beaten in Combat.						
Pike Block	+2 Support Dice when fighting any enemy to the front and in open terrain. All Light and Heavy Riders suffer a half Combat Dice penalty when fighting the <i>Pike Block</i> to the front in open terrain. No enemy (except other <i>Pike Blocks</i>) may reroll 1s to hit when fighting the <i>Pike Block</i> to the front in open terrain.						
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina [pg70]						
Italian Pike			Number of Units				2
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	19	12	0	2	4	2	None
Pike Block	+2 Support Dice when fighting any enemy to the front and in open terrain. All Light and Heavy Riders suffer a half Combat Dice penalty when fighting the <i>Pike Block</i> to the front in open terrain. No enemy (except other <i>Pike Blocks</i>) may reroll 1s to hit when fighting the <i>Pike Block</i> to the front in open terrain.						
Reluctant	Must pass a Command Test for every Movement Action [pg69]						
Brittle	Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]						
Milanese Pike			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	26	12	0	3	4	3	None
Pike Block	+2 Support Dice when fighting any enemy to the front and in open terrain. All Light and Heavy Riders suffer a half Combat Dice penalty when fighting the <i>Pike Block</i> to the front in open terrain. No enemy (except other <i>Pike Blocks</i>) may reroll 1s to hit when fighting the <i>Pike Block</i> to the front in open terrain.						
Brittle	Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]						
Venetian Mercenary Foot			Number of Units				2
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	13	12	0	2	4	1	None
Reluctant	Must pass a Command Test for every Movement Action [pg69]						
Brittle	Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]						
Italian Mercenary Crossbows			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Shooters)	13	6	6	2 (3)	2	1	Crossbow
Agile	No penalties in Rough Terrain						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers						

Venetian Light Horse			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Heavy Riders (Medium Cavalry)	18	10	0	3	3	2	None
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw.						
Force 22: The Italian League for the early Italian Wars, 1495 (400 points)							
Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens			
399	126	273	41	11			
To field a larger Force at 400 Points, increase the number of Units by adding the following Heroes and Units:							
Heroes							
Fortebraccio de Montane							
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	23	2	0	4	2	2	None
Mounted	May move 2 ST per Movement Action [pg73]						
Hold Fast	Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]						
Leonardo da Mantua, a great engineer							
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	13	1	0	2	1	1	None
Artillerist	May attach to a friendly Monstrosity (Artillery) Unit and influence it using Mighty Deeds [pg71]						
Non-Combatant	May not use Mighty Deeds to add Combat Dice. May refuse challenges to single combat and Evade charging enemies without loss of Reputation [pg73]						
Favour of the Gods	Once per game, may gain an additional Mighty Deed [pg72]						
Gambara of Brescia							
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	10	1	0	3	1	1	None
TRAITS	None						
Units							
Italian Mounted Crossbows			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Heavy Riders (Medium Cavalry)	21	10	5	3	3	2	Mtd Bow
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw						
Gonne			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Monstrosity (Artillery)	28	8	8	3	2	3	Heavy Artillery
Aloof	Cannot be influenced by friendly Heroes (unless attached to the Unit with the <i>Artillerist</i> or <i>Beast Master</i> trait, as appropriate)						
Blast	Does not halve dice when shooting at a target in a 1 ST corridor to the front. Does not halve dice when shooting at a target in cover						
Fixed	If hit by enemy Shooting, must take a Command Test. If failed, the Unit is given a Shot marker. May not charge. If Unit loses a Combat, it is destroyed.						
Hel's Breath	An enemy Unit hit by shooting must roll 2D6 for its Command Test, using the lower score						
Reluctant	Must pass a Command Test for every move						
Slow	May only move once per Movement Phase						