

MONSTER HUNTERS: Martial Lenses (5 character points)

Arquebusiers [5]

- Fast-Draw (Ammo) DX+1
- Gun (Musket) DX+1
- Soldier IQ-1

Arquebusiers provided the infantry with an effective offensive weapon that could be used against cavalry and infantry alike. They were usually shielded by formations of pikeman

[HSF:16]

Cavalry [5]

- Lance DX
- Riding (Horse) DX
- Soldier IQ-1

Cavalry were the second most common component of an Italian Renaissance army, and the primary offensive force.

[HSF:16]

Pikeman [5]

- Soldier IQ
- Spear DX
- Two-Man Pike Training Perk [HSF:17]

Pikeman were the largest single component of most mercenaries/militia. Frequently, two members of a "lance" fought, while a third man (or, often, adolescent boy) stood to the rear holding spare horses, weapons, and other accessories.

[HSF:16]

Shield-Bearers [5]

- Shield DX+1
- Soldier IQ
- Shield-Wall Training Perk [MA:51]

Shield-bearers would stand in the front ranks of both pike and shot formations, using their shields to protect the entire line from missiles and enemy pikes.

[HSF:16]

Swordsman [5]

- Brawling DX+1
- Broadsword DX
- Soldier IQ-1

Swordsmen were rare; on an open field, pikeman were far superior on defense, arquebusiers on offense, and cavalry all around.

[HSF:16]

Fencing School [5]

This martial lens may be taken *in addition to* one of the mercenary/militia lenses, *not instead of*.

- Cloak DX-1
- Main-Gauche DX-1
- Rapier DX-1
- Wrestling DX-1
- Style Familiarity Perk (Italian School)

You are or have been a member of an Italian fencing school.

[MA:156]