

Welcome to this one page free expansion of optional rules for the Furioso Renaissance Warfare system. Given to you in the same format as the core book and the Italian Wars expansion so that you may add it to your collection with ease.

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## Leonardo da Vinci

The great man is not a general nor a fighting man. He may be placed with Italian Armies with their war machines only. Placed with general or on command stand as with other non fighting men such as Niccolo Machiavelli.

## **Special Abilities**

Superior design, the player can upgrade each vehicle in their command with either a move bonus, initiative bonus or armour bonus, initiative bonus: +1 (max bonus -1), move bonus: +2 for land vehicles, +3 for clockwork cavalry, +4 for screws and +6 for flying machines, armour bonus: +1d6 to armour save, each vehicle can have up to one bonus of players choice.

**Quality construction:** the player can make up to 4 re-rolls during the game for any vehicle, the player can make only one re-roll attempt per vehicle per turn.

Character Cost: 24 points

## Additional Game Rules



Here are the in play rules for this new artillery piece used by the Landsknechts and also by others in the Italian Wars and across Europe.

Treat this model (MRX23) as you would any other cannon such as MRX4 in our range.

Handbuchse Light Gun:

Cost: 24 Move: 4

Activation: 2+

Range and shooting dice: as per light gun

Cannot fire cannister

Only one rear rank target bonus

Can move without limbering/unlimbering at move factor 2 Can move and fire at move factor 2 with initiative score of 4+



To make use of this article you will need both Furioso books as well as some miniatures. Shown here are codes HOT102 as well as MRX23 plus some of our Landsknechts with Pike, Two Handed Sword and Arquebus. Thanks for Reading!

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