CFEO 16th C

Setting Up

What You Need to Play:

Sufficient figures mounted on *stands*. These are pieces of cardboard or similar material cut out to a standard size, mounting a group of miniature figures of the same troop type.

Measuring sticks or tapes to measure move distances and ranges.

Several normal 6-sided dice (D6), and Average dice (AvD) marked 2-3-3-4-4-5. If you do not have AvD you can throw a D6 and count 1 as 3, and 6 as 4.

A table top or other playing surface large enough to accommodate the number of contingents in use.

Three dimensional terrain to represent:

hills;

linear obstacles such as streams, hedges, ditches, fortifications; and

rough terrain such as woods, marshes, soft ground and towns.

Suitable markers to indicate actions which would be helpful if they were visually indicated on the table. Where figures are used as markers the bases should be shaped or textured to differentiate them from contingents. Suggested markers include:

Disorder Markers - small pebbles or pieces of gravel (easily obtainable from pet shops) to indicate disorder points (See Morale). Units will accumulate and loose these points throughout the game. Pieces of gravel make especially good markers for this purpose since they can be more easily handled than counters and blend in better with the battlefield terrain. Alternatively very small six sided dice could be used.

Halt Marker - a small counter, painted or textured to blend with the battlefield to indicate contingents which may not move.

Inspiration Marker - a single dismounted officer figure in a suitably active position to indicate a leader who haas taken an inspire action (see Command and Control)

Messenger Marker - a single mounted figure to act as a messenger for when a general wishes to send new orders to his commanders.

Scale

One figure represents approximately 30-60 men and one gun model represents four to six. One inch on the wargames table represents 10 yards for 25-30mm figures, or 20 yards for 10-15mm scale.

All measurements used in the game are given in multiples of 10 yards (1 inch in 25-30mm scale).

Troop Types

Individual figures are mounted on bases of a standard size (called *stands*) with each one representing, very roughly, one or two companies of infantry, one or two troops of cavalry, or a battery of guns. These are then organised into units of 2-12 stands from one of the following types:

Pikemen. Units of men armed with primarily with pikes. Spanish pikemen may also include a rank of sword and buckler men; Swiss pikemen may include a rank of halberdiers.

Skirmishers. Men who fight in loose or dispersed formations to harass the enemy at a distance with *missile weapons only. This includes archers, crossbowmen and arquebusiers.*

Tericos. Units combining pike and shot with a pike block in the centre and shot split evenly on both flanks.

Swordsmen. Units composed entirely of Spanish sword and buckler men, Scottish highlanders and any other infantry armed with close quarter weapons only, other than pikes. This would also include men armed with halberds or bills.

Rabble. Armed mobs on foot with improvised weapons

Heavy Cavalry. Mounted men in armour equipped with lances, pole arms or similar weapons designed for hand to hand combat. This includes gendarmes as well as men of lesser standing.

Reiters. More lightly equipped cavalry armed with swords, pistols and often arquebuses as well. These men rely on firepower rather than cold steel.

Light Cavalry. Lightly equipped, loosely formed mounted men whose main role is scouting, skirmishing and operating on the flanks. They include Spanish genitors, Italian stradtiots, Turks and irregular cavalry. They are all assumed to have close ranged weapons such as pistols, javelins or bows.

Guns. All types of artillery.

Armour

For the most part each of these troop types assumes a certain degree of armour. There are a few exceptional cases where some troops might wear considerably more armour than the norm for their general classification. Such troops count as *armoured* when in combat against similar troops — cavalry vs other cavalry or infantry vs other infantry. When cavalry are fighting infantry neither side will ever count as armoured.

Classifying troops as armoured should be considered in a comparative way to give benefit to those who are significantly more heavily armoured than the majority of their counterparts. This might include units of Gendarmes, all of whom are in full armour rather than a mix of some fully armoured nobles with lesser equipped men filling up the ranks. Some fully armoured infantry units might also be classified in this way to give them an advantage over lesser equipped men.

Terminology. The term *infantry* is used to include all troops fighting on foot. *Cavalry* refers to all men on horseback. Skirmishers and light cavalry are collectively termed *light troops*.

Base Sizes

For 25-30mm scale the following stand sizes are recommended:

Skirmishers: Two figures on a 4 cm square or mounted on individual bases

Other Infantry: Four figures in 2 ranks, on a 4 cm square.

Cavalry: Two figures in a single rank on a 5 cm square.

Light Guns: One model on a stand 4 cm wide, deep enough to accommodate the model.

Medium Guns: One model on a stand 5 cm wide, deep enough to accommodate the model.

Heavy Guns: One model on a stand 6 cm wide, deep enough to accommodate the model.

Leaders should be based according to rank (see Command & Control).

Alternate basing for Light Troops. Skirmishers and light cavalry may alternatively be mounted individually on irregular sized bases. In this case 2 figures will count as a stand for shooting and for numbers in combat.

Organising Troops into Units

Except for Guns, stands must be organised into units. Each unit will represents a formation of several companies, troops or squadrons gathered together to fight as a single entity for the duration of the battle. The minimum unit size is 2 stands, the maximum is 12.

All stands in a unit must be either cavalry or infantry and of the same grade. They will normally be the same troop type but mixed units are allowed (eg: Spanish pikemen with swordsmen or Swiss halberdiers and pikemen). All stands of the unit must remain in base to base contact with each other for the duration of the game. For aesthetic purposes and to distinguish units, stands may be separated by up to 1 cm and still count as technically 'in base to base contact'.

Artillery, baggage animals and wagons are not formed into units. Instead they operate independently as individual bases.

Organising the Army

Guns are always used as single models with each model representing a battery of 4-6 guns. A battery is defined as *light* (saker, drake, minion, falcon, falconet and robinet), *medium* (culverin and demi-culverin) or *heavy* (cannon royal, cannon and demi-cannon)

Efficiency Grades.

Each unit is assigned one of the following efficiency grades at the start of the game. These grades reflect a unit's training, morale and experience. Units during this period were very status conscious and the elite units would always receive the best recruits, training and equipment. As a result they could usually be expected to perform better on the battlefield. Exceptions are possible but generally these grades should be adhered to:

A Grade: Elite troops. There are two categories: **A1** are units composed entirely of highly experienced, high status, well trained and disciplined veterans. Swiss pikemen at the height of their

power would be in this category. **A2** are high status aristocratic cavalry with lots of élan but lacking in discipline such as French Gendarmes.

B Grade: High quality, professional veterans of above average quality

C Grade: Most good, trained units with some battlefield experience and good equipment.

D Grade: Second rate or demoralised trained units; experienced militia and irregulars

E Grade: Inexperienced militia, rabble and others with little or no training.

Organising the Army

To prepare for a game, players must organise their units into *battalia,* each led by a *commander*. A *battalia* must normally be either be all infantry or all cavalry. Guns may be dispersed amongst the battalia or formed in a separate battalia. A cavalry battalia may contain 1 unit of skirmishers and an infantry battalia may contain one unit of cavalry.

Command and Control

Players take the role of generals who must make decisions which will be carried out by the battalia under their command. Each battalia must have a *leader* represented on-table. There will also be a command group representing the General. These command figures should be represented as follows:

> *Commanders* - who command a battalia. Normally represented on table by a single mounted officer figure;
>
> *General* - The senior leader who commands the entire army. Normally represented on table by a command group of two or three mounted figures.

The number of figures on the command group base could equate to the number of actions the general may take (see below). Alternatively additional single figures could be added to the leader's command group to show his relative ranking.

Command Actions

Each leader must decide, in the Command Phase of each turn, what he will do from the *command actions* below. Generals may normally take two actions (may be two of the same), Commanders normally only one. Historically exceptional leaders, may however take an additional action so that an exceptional commander could have two actions and an exceptional general three. Equally a historically inept general could have only one action rather than the usual two.

Possible actions are:

> **Move** up to 120 yds in the Command Phase (double if beyond 120 yds of enemy). This can include *attaching* to, and/or *detaching* from, a unit. The leader may move again in the movement phase either independently (if detached) or with the unit to which he is attached. Attaching and detaching may only take place in the Command Phase. An attached leader must be in base to base contact with the unit and from that point on he moves with the unit and is bound by any combat results.
>
> **Influence the unit** to which the leader is attached. This will allow him to do one of:
>
> - **Steady Troops.** Remove a Disorder Point from the unit. If he does this, the unit may not move or declare a charge later in the turn. A halt marker should be placed beside the unit to indicate this.
> - **Inspire Troops.** Increase a unit's combat effectiveness by 1 for each inspire action taken. An inspiration marker should be placed beside the command base to note that he is inspiring. A unit which is being inspired will also move faster (see move distances)

An attached leader with two actions may chose to Steady or Inspire twice. This would allow him to either remove two DPs or give a +2 in combat. He may not, however, both steady and inspire in the same turn. An exceptional general with 3 actions may not influence more than twice in the same turn. He may, however, move and attach then influence twice.

Issue orders or listen them, or send messenger. Only a detached General may issue new orders.

Chain of Command

Leaders can only influence units or subordinates who are assigned to them. For example a commander has no influence over units in another battalia. On the other hand, a General may influence all units and commanders

Orders

Each commander should have *Orders* from the General applicable for all the troops under his command. These orders are best indicated on a sketch map or orders of battalia and will normally be one of the following:

> Defend current position
>
> Advance to and defend a specific position
>
> Advance to and attack the enemy

Orders may only be changed by the General who issued them and this may be done either by the General being in base to base contact with the subordinate or by sending a messenger who will relay the message once in base to base contact. There is flexibility as to how these orders are executed. For example a commander with Order #3 may choose when and how to attack and with which units. Likewise, when defending a position the commander may redeploy his units to meet the local tactical situation and attack any enemy who have taken or are threatening the position.

Units do not require individual orders. All units which are being controlled by their leader may move and act as the player wishes, within the spirit of their battalia orders. A unit may act contrary to its orders if it has an attached General or Marshal. This does not require the leader to take an Issue Orders command action.

Control

Units which are within 60 yds of a detached leader, are considered to be under *control* and may move and act as the player wishes within the spirit of their orders. This distance is increased by an additional 40 yds for each additional action the leader has. Therefore units within 140 yds of a detached exceptional General will be under control. Attached leaders only exert control over the unit to which they are attached.

Units which are not under control at the end of the command phase (after all leader actions have been taken) must normally take a *Control Test* to determine their actions for the rest of the turn, even if this countermands their orders. There are, however, exceptions:

- A unit with an attached leader is controlled by him and does not have to test unless in rout, pursuit, looting or if they charged last turn and failed to contact enemy.
- Units which are part of a continuous line, in *base to base contact* with a controlled unit of the same battalia, may conform to moves made by the controlled unit. This means if the controlled unit halts they halt, if it moves, they move with it. If it charges they will not be compelled to charge but they may if normally eligible. They only need to take a control test if they wish to attempt any different actions.
- Units which form rear lines of a battalia and are within 60 yds, directly behind an under-command unit of the same Battalia, may also conform to moves made by the lead controlled unit as above. In this case however the rear unit does not charge if the lead unit charges but may follow up being to maintain distance. They only need to take a control test if they wish to attempt any different actions.

All units who wish to cease rout, pursuit, or looting, or who charged and failed to make contact last turn; must take a Control Test even if they are under control or have an attached leader

Control Test Procedure: Roll 1 D6

Result:

2-	Continue rout/pursuit/charge. A2 Grade repeat last move. Otherwise halt.	**Modifiers** +1 to result if in rout, pursuit or charging
3-4	Act as player wishes	+ or -1 if leader attached (player's option)
5+	Repeat last move Continue rout/pursuit/charge	+ or -1 if Guns or A1 Grade (player's option)

Units with a Halt reaction may fire and may adjust their facing or formation to face a threat. They may not otherwise move in the movement phase and may not initiate a charge. Cavalry may, however, counter-charge if charged. After combat movement is not affected.

Risk to Leaders

If a leader is attached to unit which takes a DP from fire or combat, or a casualty in any circumstances, he must test to see if he is also hit. He only needs to test once for fire and once for combat regardless of the number of DPs inflicted on the unit.

To test if a leader is hit roll one D6. 1= Hit. Roll again:

1 = Killed

2-4 = Wounded. Leaders with 2 or more actions loose one of them. Those with only one action may no longer inspire or steady. A previously wounded leader, wounded for a second time is killed.

5-6 = Near miss. No effect

Detached leaders and messengers further than 40 yds from any friend may be fired on. If 5 or 6 rolled then he is hit and must roll again as above. Cavalry able to move into contact with a lone leader or messenger will capture him.

Visibility

Leaders and troops can only react to, or shoot at, what they can see. Visibility is restricted to line of sight and is normally unlimited by distance and is assumed to be all round. Hills, towns, woods and formed units block line of sight except that:

In woods and towns, visibility is limited to 40 yds.

Units on the edge of woods and towns can see out without restriction but can only be seen from 40 yds away unless they shoot. If they do shoot then visibility is unlimited.

Units on higher elevation (hill, fortress) can see over intervening units who did not fire last turn and who are at least 40 yds away. They may not see over woods, towns or units who fired last turn.

Morale

During the course of the game units will accumulate *death, disorder and desertion points* (called DPs). These are represented by placing a marker beside the unit for each DP incurred. The recommended marker is a piece of gravel as it can easily be picked up and does not look out of place on the battlefield. DPs can result from manoeuvre, fire, combat and morale.

Once a unit has accumulated as many DPs as it has stands (-1 for D Grade +1 for A Grade and skirmishers) up to a maximum of 6 DPs. Any further DPs from fire, combat or morale (but not manoeuvre) will result in a casualty. Once a unit has 3 DPs (for any reason) it no longer accumulates any more for movement or manoeuvre.

DPs can be removed when the unit *re-dresses ranks* in the Morale Phase (see Sequence of Play) according to their efficiency grade:

A1 Grade: 1 if not in combat and not under fire. 1 additional if if stationary* and not in combat

A2, B & C Grade: 1 if stationary* and not in combat

D & E Grade: 1 if stationary*, not in combat, and not under fire.

* to count as stationary the unit must not have moved at any time in that turn although they may adjust formation or facing.

Additional DPs can be immediately removed by an attached leader if he choses a Steady Troops action. He may do so even if the unit is in combat or under fire. If the unit is steadied in the command phase it must remain halted in the subsequent move phase

A unit's morale and good order is further affected by the following events:

General killed or routing within 120 yds = 2 DPs
Commander killed or routing within 120 yds = 1 DP
Each Equal/higher grade unit *routing* or *destroyed* within 120 yds = 2 DPs
Each Lower grade unit *routing* or *destroyed* within 120 yds = 1 DP
Each Equal/higher grade unit of infantry retiring within 120 yds = 1 DP
Evading = 1 DP

Sequence of Play

All actions are conducted alternately with both players completing each phase in the sequence of play before moving to the next. In an attack on a defended position scenario, the attacker moves first on turn one.

Thereafter, and in other circumstances, dice to determine who moves first by rolling one D6. Add 1 to the die roll if the army is commanded by an exceptional General whose command group is on-table.

The high score decides whether to go first or second. Once this has been resolved the players keep the same order for all phases in the turn.

All actions are carried out from right to left except that where unit moves intersect, the lead unit may move first. Unlike other phases, Combat is resolved simultaneously.

The sequence is as follows:

Artillery Phase. Guns may fire at targets in range

Fire Phase. Other troops with firearms may fire at targets in range.

Command Phase. Assign command actions for each leader, indicating intended actions with markers where appropriate; move and attach or detach leaders who are taking a move action; move messengers relaying new orders; remove DPs for units being steadied. Once leader actions are complete, determine if any units are not under control and take required control tests.

Movement Phase. Units and leaders which are allowed to move may do so. Command bases may move freely in this phase whether or not they took a move action. Attached leaders must move with their unit. Normally units which fired may not move in this phase. However skirmishers and cavalry may fire and move.

Combat Phase. Declare and execute charge, counter-charge and evade moves; resolve all hand to hand combat. Conduct any moves resulting from the combat resolution.

Morale Phase. Re-dress ranks by removing DPs from eligible units which did not move and are not in combat. Assign DPs for *morale*.

Movement and Manoeuvre

Unit Formations

Guns and wagons operate as single models and have no formation. Other units must normally adopt one of the following formations:

Line: The unit is in a single line with all stands side by side, in contact with each other, and facing the same general direction. A unit in line may bend its formation to conform to a terrain feature or to refuse its flank. A unit in line may be several stands deep as the formation is at least as wide as it is deep.

March Column: The unit is in a single file with all stands one behind the other, in contact, and facing the same direction.

Unformed: This is the status of troops without order. Light troops are always unformed. Units which are evading, retiring, routing or pursuing; are also considered to be unformed for as long as they have that status. Rabble become automatically unformed whenever they move. Other units, or units in other circumstances may not voluntarily become unformed. Bases of unformed units should be spaced apart to indicate their state. As unformed units do not attempt to maintain any order, stands are moved individually with no penalties for manoeuvre.

Movement

Move distances are randomly controlled by die rolls. When more than one die is possible the player must decide how many he will roll, then roll all at once. It is not permitted, for example, to roll one die then, after seeing the result, decide to roll another. Units must move the full amount indicated by the dice rolled except:

Units ordered to occupy a specific piece of terrain or fortification, or to line up with other units, may halt when they reach that place. This intent must be declared in advance of rolling the move dice.

Units must halt at 20 yds of enemy to their front. The only way to move in closer is by charging or reinforcing a melee (see Combat).

Units may halt up to 20 yds short if their full move would force them to interpenetrate a friendly unit or move into, or across, a terrain feature.

All units of the same battalia which are being controlled by the same leader move as a single entity using the same die roll. The same applies for units of the battalia which are not being controlled but are conforming to the movements of a controlled unit (see Control Test). In other circumstances, units which are not being controlled must roll individually.

Normal moves must be in the direction of the unit's facing with no more than 22 ½º deviation off centre. Greater changes require the unit to manoeuvre.

Double Moves. Units beyond 120 yds of known enemy or cover which may contain enemy, move double distance as long as their move does not bring them closer than 120 yds of enemy. If their die roll would bring them within 120 yds they halt when they reach that point. This simulates the fact that is easier to manoeuvre troops further from danger. It also allows speeds up play during non-critical stages. The double move is made by rolling the normal number of dice (see next page) and doubling the amount.

Move distances are as follows:

Normal Move. Foot may move 1 AvD x 10 yds. Cavalry 1 or 2 AvD (player's choice) x 10 yards. All may add an additional D6 (but see restrictions on cavalry using a 3rd die below).

Inspired units. Any unit with an attached leader who is inspiring adds 10 yds for every die rolled. Eg: a unit which rolls 2 dice resulting in a total of 6 on the dice moves 80 yds rather than the normal 60 yds. A unit which rolls 3 dice with a total of 9 moves 120 yds rather than 90.

Rough Terrain. Guns and cavalry may not cross dense woods, very steep rocky hillsides, swamps, or built-up areas; unless on a road. Units moving in rough terrain are more likely to incur DPs than in good terrain (see *'disorder when moving*' below).

Road Move. All troops may move up to 120 yds if in march column and the move begins and ends on a road. No dice required. Double distance if beyond 120 yds of enemy.

Fast Move These are rout, pursuit, evade and retire moves. The maximum possible number of dice must be used. Add 10 yds for every die rolled In an initial evade, rout or retire move, but not in succeeding ones

Leaders/Messengers. Move up to 120 yds (240 yds if beyond 120 yds of enemy) no dice required

Limbered guns. May move up to 2 AvD in good terrain, 1 AvD in rough terrain. Road moves up to 120 yards.

Unlimbered light and medium guns. May pivot up to 45º or move. Medium guns may move up to 20 yds, light guns up to 40 yds.

Fatigue and disorder when moving.

Good terrain. Units in line, incur 1 DP each time a "6" is rolled when moving in good terrain. There is no penalty when in march column, unformed or if limbered guns.

Rough terrain. All cavalry not in march column, unlimbered guns and any infantry units in line incur 1 DP each time a 5-6 is rough terrain. Cavalry take an additional DP if a '4' is rolled. There is no penalty when in march column, unformed infantry or for limbered guns.

Cavalry may only change speed by up to 2 dice per turn. Therefore a stationary unit which decides to move may only roll a maximum of two dice. The following turn it may roll the additional optional die. Conversely a unit which moved 3 dice must move at least one the following turn unless forced to halt by a control test reaction, terrain or intervening troops. A road move is considered to count as moving two dice for purposes of this rule.

Guns may only unlimber if under control of their leader and may not limber up again. Unlimbered heavy guns may pivot up to 45 but make not other move. Pivoting counts as movement so if the gun fired in the artillery phase it may not pivot or make any other move that turn.

Unformed troops manoeuvre by each stand moving freely and independently without having to maintain order. Bases of the same unformed unit may not, however, be separated by more than 20 yds from each other. No movement penalties or DPs are incurred by unformed units for wheeling, about face, interpenetration, or passing a gap. Other manoeuvre in column or line usually reduces the move and may cause the unit to accumulate DPs. Unformed units are considered to be facing all-round.

Manoeuvre.

Wheel. This is the usual method of changing the direction of a unit's facing. It is conducted as a normal move. The unit first rolls dice to determine the move distance. It then pivots on one end of the line and measures the distance moved by the outside stand. If any distance remains, the unit may move forwards normally up to the full allowance. Foot in line may perform a backwards wheel with one or more of the unit's stands in order to refuse a flank. Cost: 1 DP if in line within 120 yds of enemy, no penalty if in column or unformed. Move at ½ speed if wheeling backwards to refuse a flank.

Formation Changes. These are done by re-arranging the unit's stands on the spot, into the appropriate formation. This takes a full move and costs 1 DP if within 120 yds of enemy; ½ move and no DPs if further away. It is possible to conduct a double formation change eg: change into column facing the flank then expand back out into line. This takes a full move but does not incur a second DP.

Re-form Unformed troops. The unit must first be free of whatever caused it to become unformed. This means they must have ceased pursuing or routing (see Combat). If these conditions have been met, the units stands may be re-arranged on the spot into either line or column, facing whichever direction the player wishes. It takes one complete move. No DPs are incurred by this action.

Unlimber Guns. This takes 1 move and 1 DP (2 DPs if under fire). Once unlimbered a gun may not limber up again except to withdraw from the field of battle.

Crossing Major Obstacles. This takes ½ move, regardless of the size of the obstacle. It causes formed units to incur 1 DP (2 if under fire). Some obstacles, such as chevaux de frise, which are more difficult for cavalry cause 2 DPs if cavalry cross them (3 if under fire). **Minor obstacles** such as shallow streams or rivers without significant banks could instead be classified as rough terrain.

About Face. This involves turning the unit around to face the rear. It takes ½ move and costs 1 DP if within 120 yds of enemy or if under fire. This is the only turn allowed by units in line or column. Turns to the flank are not possible although a unit in line could form a column facing the direction of either flank, conducting such a move as a formation change (see above). As unformed units are considered to face all-round they do not need to 'about face' to change direction.

Incline. This is only allowed by A and B Grade infantry in line. It is conducted as a normal move with the unit moving up to ½ its allowance to the side and an equal amount forwards. It is possible to combine an incline with forward movement. For example a unit rolling a 3 and a 4, giving it a movement allowance of 70 yds, may elect to incline 60 yds (30 sideways and 30 forwards) then move the remaining 10 yds forwards. It is not possible, however, to do this the other way around and move more to the side than forwards. No penalties.

Side step/Step back. This is only allowed by A and B Grade infantry in line. It is conducted instead of a normal move, by moving up to 20 yds back or sideways (no dice required). One or two stands of a unit may step back while the rest remain in place in order to refuse a flank. Takes 1 full move.

Passage of Lines. Units may move through each other without penalty if none are routing and:

one remains stationary and did not give fire that turn; or

one remains stationary and the other is skirmishers.

Otherwise this causes 1DP to be incurred by each formed unit involved.

Passing a gap. Units in line wishing to pass through a gap narrower than their frontage must either:

Reduce frontage by up to half, pass through, then expand immediately back to original formation. This incurs 1 DP if within 120 yds of enemy and reduces move infantry move by ½ ; or

Change formation into march column or assault column then pass through.

Maximum DPs. Once a unit has 3 DPs for any reason it no longer incurs any more DPs for movement or manoeuvre.

When ½ move is specified the unit must roll the dice then divide the total allowance by two rather than halving the number of dice being rolled.

Giving Fire

Eligibility to Fire. Unlimbered guns may fire in the *artillery phase*. Skirmishers, shot stands of a Tercio, Reiters and Light Cavalry may normally shoot in the *fire phase* on targets to their front which are in range. In some circumstances a unit may also give fire in the combat phase (see combat - stand to receive)

Ranges are determined by measuring the distance from each missile equipped stand. Targets must be to the firers front and within 45º of centre for formed troops or guns. Unformed troops may shoot all-round. Where several possible targets are available, each stand must shoot at the nearest, except that guns which are under control of their leader may choose to engage a priority target rather than the nearest one. Enemy stands within 20 yds of friends are not eligible as targets.

Once a unit has shot, a piece of cotton wool is placed in front of it to remind players that it fired this turn.

Caracole

Normally only the front rank stands of a unit may give fire. However, Reiters two ranks deep may choose to fire in *caracole*, a formation in which successive ranks of horsemen ride up to their target, fire with pistols or arquebuses and then retire. If they choose to do this then both ranks may give fire but they may not later counter-charge.

Fire and Movement.

Skirmishers, Reiters and Light Cavalry may give fire and then move in the subsequent movement phase; Tercios and guns may not. Firing does not necessarily preclude charging in the Combat Phase but there are some restrictions (see combat)

Ranges	Maximum Range	Effective Range	Close Range
Heavy Gun	720 yds	360 yds	120 yds
Medium/Light Gun	480 yds	240 yds	120 yds
Infantry weapons*	120 yds	-	40 yds
Cavalry weapons*			40 yds

Guns. Roll 1 D6 per gun, modified as below:

Heavy Gun	+1	Target column, limbered or enfilade*	+1
Light Gun	-1	Target in fortifications	-2
Each DP on firing gun	-1	New Target	-1
Target beyond effective range	-1	Same target and range	+1

Results:

Close Range: 2-3 = 1 DP; 4+ = 2 DPs

Effective Range and Beyond 4+ = 1 DP

Small Arms*:

Roll 1 D6 per stand of skirmishers or cavalry able to give fire (or 1 D6 per 2 figures)
Roll 2 D6 per shot stand of a Tercio able to give fire (2 D6 per 4 figures)
less 1 die for every DP on the unit giving fire.
Halve dice if target is in hard cover (such as buildings but not woods) or fortifications (round up)

Results: 6 = 1 DP

DPs from fire have immediate impact. Therefore DPs from previous phases and from units which fired first are taken into account when a unit gives fire.

* Infantry weapons includes all firearms, crossbows and longbows used on foot. Cavalry weapons includes all missile weapons used by mounted troops such as pistols, arquebuses, bows and javelins.

Hand to Hand Combat.

Charges. Hand to hand combat results when a unit moves into base to base contact with enemy which is done by conducting a charge. This is a deliberate move into contact with the enemy with the intention of settling the issue hand to hand or with shooting at very close range. It is an additional move and may be made even by those who moved during the Movement Phase.

Charge Declarations. At the start of the Combat Phase, each player must declare which of his units will initiate a charge. This is done in turn, starting with the player who has initiative. Then determine charge responses and roll dice to determine charge move distances. Players may not voluntarily cancel previously declared charges, nor add new ones, based on their opponents charge responses or the result of their movement dice.

Eligibility to Charge. Reiters and skirmishers may not initiate a charge. Other infantry may only declare a charge on enemy infantry within 40 yds. Other cavalry may declare a charge from any distance but their movement will be determined by the move dice.

Charge Move. To conduct a charge the charging unit must roll at least one move die, taking any DPs for fatigue and disorder up to the maximum of 3 DPs. The charging player declares how many dice he wishes to roll and may not later add more if he fails to contact. The full distance rolled must be moved or until contact is made. The move must be directly to the front. Any wheels or other manoeuvre must have been completed in the previous movement phase. Any number of units in base to base contact may be combined into a single body for a charge, all using the same movement dice.

Failure to contact. If the chargers fail to contact they must take a control test in the following turn and if they get other than an 'act as player wishes' result they must attempt to charge again.

Counter-charge. All cavalry may counter-charge if charged by enemy, unless they gave fire in caracole in which case they must stand to receive. A counter-charge is conducted by moving directly forwards to meet the chargers half way. They must decide whether or not to counter-charge after their charging opponent declares how many dice he will use for his charge move but before the dice are actually rolled. If they decide not to counter-charge and the chargers reach them, they receive the charge at the halt. Counter-charging units also roll move dice and take any DPs into account. Counter-charging units do count the bonus in combat for charging but not for charging *à l'outrance.*

Evade. Unformed cavalry and skirmishers who are charged also have the option of making a full fast move directly away from the chargers to *evade* contact (even if they moved in the movement phase). This costs them 1 DP. The evaders may halt short of the full distance rolled on the dice once they are separated from enemy by friendly troops or a terrain obstacle. Skirmishers within 60yds of a friendly pikemen unit may 'take shelter amongst the pikes' if charged. In this case they move back behind the pikemen even if their evade move is not directly away from the chargers.

Stand to Receive. All other units must stand to receive a charge at the halt. If unit more than one stand deep is charged from beyond 120 yards it may turn a back rank to face a charge from the rear without penalty. Tercios, skirmishers and reiters who stand to receive may shoot at charging enemy if they did not give fire previously that turn. Guns who are charged may not fire in similar circumstances. The effect of their fire is taken into account in the combat calculations.

Sword and Buckler or Halberdier Follow-on Charge. A Spanish pike unit with a rank of sword and buckler-men or Swiss with halberdiers may initiate a charge with the non-pike armed troops in a subsequent round of combat against the same opponent. This must be declared when other charges are declared and can only be if the unit remains in contact with an opponent from a previous turn. It gives the unit the usual +1 for charging (see next page) in addition to any other bonuses such as taking the position. It does not give the +2 bonus for swordsmen charging — this only occurs if a unit of swordsmen charge on their own. The player with such a mixed unit may only do this once in a combat with the same opponent.

Combat Resolution: Limbered guns contacted by a charge are abandoned. In other cases Roll 1 D6 for charging units, 1 AvD for others unless in a b*ad war* follow-on (see below). Add or subtract the following:

+2	A Grade (both types)
+1	B Grade
-1	D Grade
-2	E Grade
+1	leader inspiring (+1 for each inspire action, maximum +2)
+1	advantage of ground eg:uphill or defending the edge of a town, wood, hedgerow or barricade
+1	if in a fortified position such as behind a town wall (in addition to advantage of ground)
+1	if charging, countercharging, pursuing, or having taken the position last turn.
+1	additional bonus if any cavalry pursuing; or if heavy cavalry or swordsmen charging*
+1	deeper formation unless counting the above additional bonus for charging.
+1	armoured troops fighting others of similar type (cavalry vs cavalry or infantry vs infantry)
-2	infantry or guns who moved this turn; or infantry without pikes, charged by cavalry **
-2	if contacted in the flank or rear by a formed enemy charge originating from behind the flank
-2	if unformed; or in march column; or only guns without other friendly troops in combat
-1	each DP or casualty
-1	outnumbered by less than 3:2
-2	outnumbered 3:2
-3	outnumbered 2:1
-4	outnumbered 3:1+

*This bonus only applies if the unit initiated a charge, not if it is countercharging and not if it is swordsmen charging through a rank of pikemen in a follow-on round of combat. This bonus cannot be combined with the following bonus for deeper formation.

**This counts if the infantry moved in any previous phase that turn or if there are no pikes in the unit such as swordsmen, rabble or skirmishers. It does not apply if the cavalry only contacted the musket armed stands of a Tercio unit as it is assumed that the shot will always be able to shelter amongst the pikes.

Outnumbered. To calculate numbers count all stands in direct contact with enemy plus two stands extending out on either flank. All stands normally count equally. In other words, one cavalry stand counts the same as one infantry or gun stand. Bases of pikemen, however, count double when facing cavalry. Pikemen also count stands in a second rank which are again double value against cavalry. Limbered guns and unarmed civilians do not count at all for numbers.

Deeper Formation. Unformed troops and units counting the additional bonus for cavalry pursuing or heavy cavalry and swordsmen charging, count one rank deep regardless of the number of ranks in the formation. Others count each rank up to a maximum of two for cavalry and three for infantry. A unit with an uneven number of stands with a smaller second rank will still count deeper than a formation with just one rank. Therefore a unit of foot with two pike bases in the front rank and a single base in the second will count as deeper than an opponent with only a single rank. However, a unit with two bases in the front rank and two in the rear will count as deeper than one with two in the front and one in the rear.

Multiple Unit Combats: Roll a die for each unit, total *all factors for all units* and divide by the number of units in the combat.

Combat Results

Compare the difference between the total scores of each side and take the following results:

+7 **Breakthrough**	**0 DPs**	A2, C and D Grade must *pursue*. Others may take *any permitted after combat action*. Cavalry who elect not to pursue take 1 DP.
+4/6 **Victory**	**1 DP**	A2, C and D Grade must *pursue*. Cavalry who charged and failed to defeat formed infantry (-5/-7 result) must *retire.* Cavalry who charged only guns or unformed infantry *ride-through*. Others *take any permitted after combat action*.
+2/3 **Success**	**1 DP**	Cavalry who charged formed infantry *retire*. Infantry and guns facing cavalry *remain in place.* Cavalry who charged only guns or unformed infantry *ride-through*. Others take any permitted after combat action.
+1/-1 **Inconclusive**	**1 DP**	Cavalry who charged formed infantry *retire*. Infantry and guns *remain in place.* Cavalry who charged only guns, unformed infantry or a single rank of enemy cavalry, *ride-through*. Other cavalry or in other circumstances choose to *remain in place* or *retire*.
-2/-4 **Driven Back**	**2 DPs**	Infantry and guns charged by cavalry only, *remain in place*. Other formed infantry fall back. Others *retire* (guns in this case, are abandoned but crew not killed). Cavalry who charged infantry also take a **casualty**.
-5/-7 **Defeat**	**2 DPs** **1 Casualty**	Guns abandoned and crew killed. Others *retire.*
-8 **Break**	**3 Casualties**	Guns abandoned and crew killed. Others *rout*.

Bad War. Landsknechts fighting other Landsknechts or Swiss gave no quarter and expected none. Therefore when Landsknecht or Swiss pikemen get an inconclusive result against other Landsknechts or Swiss they immediately fight another round of combat that same turn and keep going until a result other than inconclusive is achieved. In the following rounds, neither side will count as charging but a D6 will be rolled rather than the usual AvD for non-charging troops.

Abandoned Guns remain in place and may be brought back into action by the gun crew returning if no formed enemy are within 40 yds and the crew were not killed. Abandoned limbered guns may be taken over and driven off if the enemy detach one stand to do so. If guns are deployed up to 20 yds in front of friendly infantry, the crews will automatically abandon the guns and seek refuge with the supporting infantry as soon as enemy come into combat with the infantry. They may re-crew the guns if the enemy are driven off.

Actions Resulting from Combat.

All units in combat must take one of the actions listed on the following page once the combat is concluded. These are conducted immediately with the losing unit moving first.

In an inconclusive action where there is more than one option, the player who had the lowest result must decide first. If the result was equal the player who had initiative decides second.

A unit able to ***take any permitted after combat action*** may choose either to remain in place or to pursue an opponent who routed or retired. Cavalry may also opt to retire and infantry may opt to *take the position* abandoned by retiring or routing enemy. In the case of enemy who fell back

Remain in place. Take no action. If both sides remain in place then the combat continues the following turn.

Fall back. Move back one base depth facing the enemy and in good order.

Take the position. Move forward to occupy a position abandoned by an opponent falling back, retreating or routing enemy. Only allowed by infantry. In the case of an opponent who fell back this will result in the two sides remaining in contact.

Ride-through. Move forwards, through the enemy position, a full 2 or 3 dice (player's option). End facing the nearest enemy threat. If there is no space for the ride-through either because the enemy are more than one rank deep or a supporting line is too close then the unit must either remain in place or retire. If a unit rides through and encounters new enemy or impassable terrain, it will halt beyond 20 yds.

Retire. Move back a full fast move, unformed, with maximum dice. Add 10 yds for each die rolled on the initial move only. They may halt short of the full move once behind other formed friends, fortifications or obstacle. Next move phase they may either continue to retire unformed or remain in place to change formation back into line or column.

Units unable to retire due to impassable terrain or enemy troops, remain in place and receive 1 DP. If a unit is only partially blocked it must split so that the part of the unit which is blocked remains in place as above and the remainder keep retiring. Alternatively, if possible they will flow around both sides of the obstacle. Retiring units caught by pursuers are automatically routed after the pursuers get their free hack (see Pursue below).

Rout. Move back a full fast move, unformed, with maximum dice until behind formed friendly infantry or cavalry, or terrain obstacle, or 240 yds from enemy. Add 10 yds for each die rolled on the initial move only. Subsequent rout moves are made during opponents move phase as long as the opponent is still pursuing in order to keep routers and pursuers moving together. A routing unit loses one casualty for each such subsequent rout move.

If the routers pass a control test with an *act as player wishes* result, they may rally and change formation back into line or column. Units unable to move due to impassable terrain or troops, remain in place, receive 1 casualty and will surrender to any enemy within 40 yds. Routing units will split in the same way as retiring units in such circumstances.

Pursue. Make a full fast move, unformed, in an attempt to remain in contact with opponents who retired or routed. Pursuers encountering new enemy immediately charge into them. The opponent may countercharge if cavalry. Pursuers who catch routing or retiring units get an immediate *free hack*. This is worked out by rolling a D6 for every pursuing stand in contact with the enemy, inflicting 1 casualty for every 4+ rolled. Pursuers encountering a terrain obstacle will split to flow around if possible.

Reinforcing a Melee

New units may be fed into an existing melee in which opponents have remained in contact with each other from the previous turn. The new units may be moved in behind the friendly unit to increase the depth of formation or brought into contact on the flanks or to add numbers. This is done in the normal move phase and is an exception to the rule of stopping at 20 yds short of enemy to the front. Reinforcing units only add numbers or depth, none of their other factors are considered in the combat resolution. They are, however, bound by the outcome of the follow-on combat. Any troop type, including those not allowed to charge, may be fed in as reinforcements in this way.

A new unit may declare a charge on an opponent in a follow-on melee with friends only if cavalry and if it can move into base to base contact with an enemy stand without contacting any friendly troops. In this case the follow-on combat is calculated as a multiple combat with all factors from both units being counted.