

FWC Explanatory Notes for Late Renaissance Rules V 2.0 (Trial)

This rule version is the first version put up for 'Trials'. If the trials are successful, V2.0 will be the first issue. V2.0 (Trial) includes Definitions, Quick reference pages and a master points list and in a separate document, some indicative army lists.

IMPORTANT: These Late Renaissance rules require an initiative test EVERY MOVE. Thus, players could well find that one side moves twice, one after the other, without the other player having an opportunity to respond to the first move. This has a big impact on the outcomes.

Unit Sizes Units can be made up with any number of bases. Big units are tough to kill but can't wheel quickly. They are easy to attack with several units. Small units are manoeuvrable but are brittle.

Generals and Heroes (Heroes Optional – by agreement)

Generals and heroes must be clearly identified by additional figures.

The following types of generals are permitted:

- Good: Re-take failed morale throws and adds another attack dice to the unit he is attached to.
- Normal: Adds +1 to the morale throw and adds another attack dice to the unit he is attached to.
- Poor: Retake passed morale throws and adds another attack dice to the unit he is attached to.

These advantages are not cumulative. So, attaching two generals to a unit, results in the unit having the benefits of the best general and the other generals are ignored. Nor are they additive with Heroes' benefits. Thus, attaching a general to a unit with a hero means the hero is ignored.

The number of heroes an army may field is limited to 1 per 20 units (rounded up). They add +1 to moral dice throws for one test only. They are then removed from play. Heroes may not transfer to other units. There is no points cost for heroes.

Generals and Heroes are at risk when they are in a unit that comes under fire from shot, bow or in melee. Each round of fighting roll 1d6 for the unit. On a score of 1, the general or hero is lost. In a unit that has both a hero and a general attached, the general dies first.

Some generals had specialist abilities that allowed them to direct Artillery fire during the battle. However, normally, artillery would fire at the nearest non-skirmisher enemy unit that is within firing arc. Generals with this specialist ability cost more points.

Most senior general invited some friendly noble to accompany them during the battle. These people mostly hug around and tried to learn the trade. However, if the player has paid points for an accompanying noble or two, these people can be directed to join a unit and act as an average general. He may not leave that unit until ordered to do so by the general.

Quality Troops have an innate quality. They may be Good troops meaning that they will have advantages under these rules. Normal people, meaning they have no particular advantages or disadvantages and Poor people meaning that they have significant disadvantages under the rules.

See Quick Reference sheets on items such as score needed to hit etc.

A weapon's quality refers to how well it is designed and made. A good sword, for example has advantages in melee, irrespective of the quality of the soldier using it. A poor weapon such as a dragoon musket is inaccurate, difficult to use and prone to jamming. It therefore has the disadvantage that despite being a musket, it is treated as an arquebus in the rules. A dragoon unit may be issued with muskets that are not poor and so they count as proper muskets.

Pike & Shot (P&S) Formations There are two basic formations in this period for Pike & Shot units. These are "Fraised" and "In the Dutch Fashion".

Fraised: Front two lines are of shot, the rest of the unit drawn up behind those bases. When in H2H, the pike count as they fight in deeper formations. However, they fight with -1 attack dice.

Dutch: Central Pike block with two equal wings of shot, each one base wide.

In this period, some nations started to experiment with significant numbers of Grenadiers in separate sub-units (various names). Units having such subunits gain an extra attack dice to add to the unit total in the first round of combat.

Shot and halberdiers fight and shoot, counting only the first two ranks. Any deeper formations merely provide replacements for bases in the first two ranks that have been lost.

Pike fight in up to four ranks depth. Formations may be mixed. This a Pike & Shot unit fighting in East Europe, may fight with the front rank being good halberdiers with three ranks behind them as poor pike, say. In such a case, they fight as their actual troop type in terms of the factors applied.

Morale In units of mixed types of troops (e.g. P&S) all troops must be of the same morale class.

Bayonets In this period the bayonet became established as a standard item of equipment for shot infantry in most armies. However, the uptake was gradual. Bayonets may have been first introduced in the 1650s. However, it is far from clear that all nations had progressed to equipping all their shot with socket types by the end of the century

Plug bayonets were as effective as socket types in H2H. However, units with plug bayonets fitted may not fire. It takes half a move to fit plug bayonets and a whole move to take them out, during which time the troops may do nothing else.

Bayonets add 1 dice per base in H2H.

(See Army Lists / voluntary option) Horse Attacking Infantry Equipped with Pike or Bayonets. The purpose of pike and bayonets was to protect the infantry from cavalry attack. It worked because the incoming horses (having more sense than most troops) would be put off plunging headlong into a mass of sharp points. This would be made especially effective if the horse advanced at the trot rather than a full head-long gallop. The horses would have more time to think about what they were doing and not be so whipped-up.

To simulate this, an optional rule is proposed. The incoming horse must all take a morale test immediately upon contact and before defensive fire etc. This does not apply to Gendarmes.

Casualty Removal. Casualties are cumulative on the entire unit, irrespective of how they were suffered. Thus, on a Pike & Shot unit, if in a melee the pike suffer 2 casualties and the shot 3, the total on the unit is 5 and a base removed accordingly. Unit must keep its starting width for as long as possible and so casualty bases are to be removed from rear lines until there are none left in the rear lines. The owning player can usually choose which base to take off. But, if the only bases left in the rear lines are pike, the owning player has no choice but to remove a pike base.

This rule is maintained even if the armour class of the troops in the target unit varies.

The owning player may not remove the command base (the base with the unit's flag/standard) as casualties. Any or all other bases may be removed at his/her choice.

In cases of two P&S units fighting each other, the pike contest will continue with one pike base remaining even if it has repeatedly lost the pike contest. The push of pike rules will probably remove the whole unit in short order. This desperate fighting simulates a few brave men fighting to protect the flag.

Example 1a: A 2-rank P&S unit with two shot wings and a pike block in the centre will take two shot bases and a pike base if it loses three bases irrespective of the cause of the losses (shooting, H2H or morale failure).

Units with different armaments in H2H will fight like for like with a preference for H2H specialist troops such as pike, irrespective of the contact or movement allowances etc. This is justified because the rules need to be kept simple and very rigid formations may not have been fully institutionalised (until the later reforms). Thus, bases within the unit will informally take on the enemy's troop types like-for-like irrespective of the player's wishes.

Unlike receiving hits from shot or bow, in the Hand-to-Hand combat, record the hits on each armour type and make saving throws accordingly. As noted above, total the losses for each unit and remove a base for every 4 casualties. Residual casualties are marked against the unit. The owner may decide which bases to remove (maintaining the unit frontage as long as possible). This rule is maintained for the morale throw that follows the removal of a base. I.e. the owner may choose which base is removed as a result of a failed morale test.

Example 1b: A cavalry unit contacts a pike and shot unit frontally. The cavalry unit has 4 bases and the infantry unit, 6 bases arranged after the Dutch fashion. The pike has heavy armour and the shot medium armour (a thick jack or equivalent). Two bases of cavalry face pike and the other two face shot. In the melee, the cavalry inflicts 2 hits on the pike and 4 hits on the shot (say – lucky!). Thus, the pike must make two saving throws at 4+ and the shot must make 4 saving throws at 5+

Example 2a: Two, full-strength, 2-rank P&S units contact in H2H. It isn't a 'straight' contact in that only the left shot wing of one unit can contact the right shot wing of the other. The rule says that with or without moving either unit, the melee will be adjudicated with 4 bases of shot fighting the other unit's 4 bases of shot and two bases of pike fighting the other unit's two bases of pike.

Example 2b: A heavy cavalry sword & pistol cavalry unit makes the mistake of charging a pike & shot unit. Even though the contact can only be made against a shot wing (say), the cavalry will face the pike. The cavalry unit is two bases wide and the pike & shot is three bases wide. One base

frontage of the cavalry will fight the pike block and the other cavalry base frontage will fight ALL the shot bases, even though the cavalry hasn't got the frontage to face the second shot wing. If the cavalry has only 3 bases, two will be pitted against the pike because they are the primary H2H troops.

Example 2c: A 4-base sword & pistol Hv cavalry unit, which lead by a general, crashes into the flank of a Pike & Shot unit which is equipped with bayonet. In the first round, the P&S unit is unable to reply. So, only the cavalry fights. The cavalry unit must fight the pike (one dice a base) with two bases even though the contact is entirely onto the shot wing. The remaining two cavalry bases fight the shot (2 dice per base). The contact is on the flank and so there is a bonus of 1 dice per base. The general then adds another dice. In total, therefore, the cavalry throws 11 dice, requiring 4+ to hit. The infantry does not reduce the effectiveness of the cavalry through pike and bayonet factors because they are not facing them. Assume the infantry lose a base with two residual casualties and then fail their morale throw. Their player opts to remove shot bases.

In the second round, the infantry turns and fights the cavalry and doubtless the pike bases inflict significant losses on it.

Example 2d: A cavalry unit with Good Sword and 2 pistols is mad enough to attack a Tercio head on. The cavalry unit is 4 bases organised 2x2. The tercio has 10 bases; the pike is organised 2 wide and 3 deep and two wind of shot organised 1x2. The cavalry will only fight pike. The Tercio will have all the pike fighting the cavalry plus all the shot. The cavalry will probably be minced as it fights with 4 bases but the Tercio fights with 10 bases, 6 of which are vastly better than the cavalry in melee.

Generals Fighting in Hand-to-Hand Combat. In the case of generals fighting in units with different troop types (E.g. P&S units), the owning player may choose which type of troops are supported by the general. The default is to the heaviest armoured troops.

Thus, if the general is fighting with the pike, the pike combat takes into account the extra dice due to the general but the shot do not. This can be critical in cases where the pike combat is finely balance. The extra dice may result in an extra casualty which in turn means the pike win the 'Push of Pike' contest (see QR page 2).

Fighting across defences When fighting across defences, the attacker may have their dice score modified due to the field defence and also their movement slowed (see table).

Example 3: Further to example 2a, the attack is conducted across abbatis. This defence type reduces the attacker's move by $\frac{1}{4}$ and their dice score by one per dice. Thus, cavalry attacking infantry behind abbatis have a maximum move of 15 when attacking across the defence and they need 5s or 6s to hit in the 1st round. The cavalry are deemed to have crossed the defence in the second and subsequent rounds and so their attack dice scores return to normal (4+).

Saving Rolls for units with troops of different armour class when shot at Units shot at will save hits with saving rolls as if the entire unit was the worst armour class. The owning player will remove casualty bases in the same manner as above with no account taken for differences in armour class advantages.

Example 4: Fire is directed at a P&S unit that is drawn up with the pikes in the centre and shot either side (in the Dutch fashion). The saving throw will always be in accordance with the shot bases

(who, being badly equipped, are only light armour (say) and thus need a 6 to save). The owning player can choose to remove bases from the second row (thus saving the pike bases) or the third row (thus preserving the shot bases) even though the pike may have heavy armour and, if they were on their own would save on a 4, not a 6.

Multiple Melees Two units may contact a single unit on the front or rear facings (not the flanks, not even for deep formations) providing that both attacking units can each contact the target unit with a whole base onto a target unit's whole base without impeding each other within their normal move distance. Measure this before any movement takes place. If this can be done the bases of the attacking units are added together (by type as per example 2) and fight the bases of the single target unit. If one of the attacking units does not have the move distance available for the entirety of its base to make contact, that second unit may not contact at all. Because of the way the melee system works, that second unit may not make contact in a subsequent move because it is assumed that, despite the appearance on the table, the troops of the first attacking unit have now moved such as to get in the way of the second unit.

The measurement is from the leading corner of the contacting base to the closest corner of the target base and from the trailing corner of the attacking base to the furthest facing corner of the target base. Note that in attacks coming in from oblique angles, there may be a considerable difference between these two measurements. (Tip. Try to go in straight if you are trying to perform a multiple attack on an isolated target unit).

Example 5: Two P&S units attack a single P&S unit at an oblique angle. The first P&S attacker is well within 6 and so the entirety of the leading base of the shot wing that initially contacts the shot of the single unit has sufficient move to make contact, even with the trailing corner. That means the entirety of the first attacking unit can enter into the combat. However, the second attacking unit's situation is different. It can contact the target unit with the leading corner of a shot wing but the trailing corner is beyond the movement allowance and so cannot make contact in this attack. Therefore, the second unit will not be able to make contact until the next move.

Example 6a: Two, 4-base Cavalry units attack a 6-base (4 shot, 2 pike) P&S unit in the same round. On the table it appears one cavalry unit is in contact with one shot wing and the pike block, the second cavalry unit only has space to be in contact with the remaining shot wing. The H2H is adjudicated under the conditions noted above in the different H2H armaments section. Thus, it will become one combined melee (one big mass) with the shot fighting with 4 bases against cavalry, the pike fighting with 2 bases against cavalry and 4 bases of cavalry fighting against shot and 4 (yes, 4) bases of cavalry fighting against pike). So, despite all appearances, both units of cavalry will fight against the main H2H troop type of the infantry. There is no way to arrange things such that an attacking unit gains the benefit of more dice by avoiding H2H against the better troop type of the enemy. In this case, the cavalry will throw a total of 12 dice and the P&S will throw a total of 10 dice (absent other factors). After adjudication of casualties in relation to the relevant armour saving throws in every case, the total number of casualties is calculated and then the bases are removed accordingly. Casualty and morale failure bases will be taken from the units by the player/owner from the second ranks. The owner will choose which bases to take off.

Example 6b: Two P&S units attack a tercio. The P&S are normal Dutch-system with 4 shot bases and 2 pike bases each. The tercio has 4 shot bases but 4 pike bases arranged 2x2. Thus, on the table it appears that one P&S is in contact with all the tercio pike and a single wing of shot. The other P&S appears to only be in contact with the remaining shot wing of the tercio. The combat is adjudicated

with all the Dutch-system pike fighting all the tercio pike (4 bases each) and 8 bases of Dutch system pike vs 4 bases of tercio shot.

Charges and Cancellations Players must declare all charges and counter-charges at move stage 3 of the move sequence. The player with initiative declares all their charges first. Then any units in the other army may declare.

Charge declarations may be cancelled. If the player with initiative declares a charge on a unit that was going to charge a third unit, that later declaration cannot be made and thus is cancelled. Similarly, if the first player declares a charge against a unit but the charging unit has a charge declared against it, the initial charge is cancelled and the second charge must be followed-through.

Lt cavalry armed with a melee weapon may cancel the charge of an enemy unit by declaring a charge against that enemy provided the resulting contact is not to the front of that enemy unit.

Infantry (includes all types of foot troops except skirmishers) may not normally charge the front of

- Gens d'Arms,
- Cavalry (including Tribal Cavalry),
- Reiters,

And

- Mounted Heavy Dragoons.

However, there are exceptions:

- a. All infantry may charge the front of Lt cavalry (equipped with a melee weapon) or Skirmish cavalry. Note that Lt cavalry equipped with a melee weapon may not counter charge infantry that charge them if that would mean contact with the front of the infantry. Instead, they must evade. See below for more notes on Lt Cavalry.
- b. Pike and Halberdiers may charge horse frontally
- c. Troops in Ferocious Attack may charge any horse frontally.

Skirmishers may not enter into H2H at all, not even with other skirmishers. Lt cavalry may charge and enter into H2H with any enemy providing they have been equipped with melee weapon and the contact is on the flank or rear.

All troops may shoot defensively in charges provided they have loaded weapons (bows and javelins are always loaded). Note that a shot unit that fired last move and is charged by an enemy who is less than half a move away cannot be fired at in the charge as their weapon is no loaded. If the weapon is a jezail, a whole move is required to re-load.

Horse Cannot Impede Infantry advance. The above rule states that, in general, infantry may not charge the front of horse. This is true. However, horse cannot impede the progress of infantry by simply adopting a position in front of an infantry force. Thus, horse placed in front of infantry must "give ground" to advancing infantry (moving in the movement phase). This can be done in two ways:

- i) The horse may perform a 'withdrawal' just as if they were in a melee
- ii) The horse is simply moved back (remaining facing the infantry) the distance that the infantry move forward and not more. Note that as this is movement, neither the

horse or the infantry may re-load their muskets and pistols etc unless the infantry only moves a distance that is within the move & fire restrictions. The horse moves back directly away from the infantry, even if they arrived at an oblique angle.

If the withdrawal or the move back is impeded by friends (other than skirmishers or artillery) or impassable terrain, the horse stops there. If the horse is contacted by the infantry in any move it was withdrawing or moving back in the face of infantry it is trapped and must fight. The horse will take a morale test before the H2H is adjudicated.

Ferocious attacks These are massed infantry attacks, delivered at the run (moves 1.5 times the speed). Only to units declared as being 'Ferocious' in the army lists may make such an attack.

Infantry units must form up at least three units wide at the time of the declaration to count as being in a ferocious attack.

Units can conduct only one ferocious attack in a game and can only be so counted if the owning player declares the ferocious attack and the target of the charge at the time he/she initiates it in their round of charges.

Example 7: A player has a brigade of troops and declares a ferocious attack on a chosen enemy brigade. It is four normal moves away at the time of the declaration. Because the attack is delivered 'at the run' it moves 1.5 times as fast as normal and so the brigade closes to charge reach on the enemy in two moves, declares the final charge to contact and gains the full advantage.

Cont'd: If during the attack one of the units in the brigade is charged frontally by an enemy unit other than the intended target, the advantages of the ferocious attack are preserved for that action also. The rest of the brigade continues with the ferocious attack even if the brigade is now less than three units.

Example 8: A unit capable of ferocious attack is moving up into position when it is attacked in H2H by the enemy. No declaration of a ferocious attack had yet been made and so the resulting action does not include the benefits of ferocious attack. Furthermore, if that unit undertakes another attack later in the game, it is a second conflict and thus they may not gain the benefits of ferocious attack. Thus, the benefits have been lost for the whole game.

Troops may move 1.5 times the normal move distance whilst executing a ferocious attack. However, during the final move into contact the defenders are always able to fire at them at close range effect. Before firing, the defenders must take a morale test and the outcome of that morale test will be included in the fire calculation (perhaps they will lose a base, so reducing their fire effectiveness).

In the H2H combat, the ferocious attackers gain an extra dice per base in the first round.

Overhead Fire This is only possible for Siege, Medium and Heavy artillery firing ball at long range. And foot troops armed with bow.

The artillery must be at a higher elevation than all intervening friends in the path of the shot (width of the artillery model). Or, the artillery must be firing at an enemy who is at a higher elevation. Or both the artillery and target must be at a higher elevation than the intervening friends.

All intervening friends must be more than 8 from artillery guns and 8 from the target.

Artillery may fire over villages from or onto higher elevations. A dead-ground restriction of 8 is also applicable after the village.

Bow-armed troops may shoot over intervening friends. Intervening friends need only be 4 from the target. Bow shooting over friends should be in base-to-base contact with the rear rank of those friends. Bow shoot overhead with half hits (round up) and with the same distance restrictions.

Army Morale Test When an army reaches 50% of horse and infantry units lost (not including generals or skirmishers or artillery or train units), all unengaged units must take a morale test.

An unengaged unit is one which is not in H2H with an enemy.

Light Cavalry and Infantry. Light cavalry are skirmishers unless they have been equipped with a melee weapon.

Light Cavalry have a dual function. Normally they are skirmishers armed with a bow or a javelin. If they are charged by heavier troops, they must always evade. However, Light cavalry may be armed with melee weapon in addition to the skirmishing weapons. In this case they can adopt enter H2H in restricted circumstances, as follows.

Light Cavalry equipped with a melee weapon may:

- a. Charge and enter into hand-to-hand combat against the flanks and rears of any enemy heavier troops.
- b. Declare a charge against the front of other light troops.

They may not charge any heavier troops frontally.

In these two cases the Light Cavalry change from being skirmishers to Light Cavalry at the time of the declaration of the charge.

There are problems with Light Cavalry:

- a. If Light cavalry enter into combat against a heavier enemy unit's flank and it turns round in a second or subsequent move to fight them, the Light Cavalry immediately changes back to the skirmisher role and evades. The Light Cavalry loses 1d6 of bases as they disengage. This represents the tendency of Lt Cavalry to run from the field if things get tough.
- b. If a light cavalry unit equipped with a melee weapon, is involved in a series of charges and charge cancellations and a charge is declared against it, it immediately reverts to the skirmisher role and must evade, even if the charge on it is later cancelled by another charge.

If skirmishers are subject to a charge declaration by enemy formed troops (including tribals and light cavalry armed with a melee weapon), they must evade. If they are caught, those bases that have been contacted are eliminated automatically. For example, if the attackers can only reach 2 bases of the skirmishers, those bases are the only ones destroyed.

A very few Light infantry types can act in exactly the same way as Light Cavalry. See Army Lists for cases where a light infantry unit can be equipped with a melee weapon and so enter H2H fighting in the same selected situations.

Flank and rear bonuses in H2H do not apply to any light troops.

Light Cavalry armed with a lance as its main melee weapon do get the light lance bonus.

Note that a very few nations in the period did field light infantry armed with a melee weapon such as a good sword and shield. In these limited cases, a similar set of rules and restrictions apply. It is stressed that these instances were very few. Most such infantry were in tribal loose formations and not skirmishers at all.

Smoke (not applicable to skirmisher fire)

All gunpowder weapons generate a cloud of smoke when they are fired. Place smoke markers in front of the firing unit's bases in move stage 5. Smoke Markers are 4 wide (6 wide for 28mm battles).

The effect of smoke is primarily to reduce visibility and make identification friend or foe harder. Therefore, the charge distance through smoke is reduced by a quarter and shooting effect through smoke is at half hits (round up).

Smoke moves downwind in Stage 7 a distance 1d6 (tested at the start of the game only) in the direction of the wind and lasts only 2 moves.

Smoke swirls around temporarily impeding vision or clearing for times. To simulate this, test for the effect of the smoke at every occasion needed in the rules. If any part of a unit's front is covered by smoke markers (in the direction of interest), test the effect of the smoke at that instant. Roll 1d6. On a 4, 5 or 6, the smoke has no effect and can be ignored by both attackers and defenders.

Smoke between hills. If enemies are shooting at each other from hill to hill, any intervening smoke is defined as partial smoke and may, subject to the usual dice throw not affect the shooting.

Skirmisher fire is not affected by smoke. Thus, skirmishers fire at a unit whose frontage is covered by smoke do so at full effect.

Defence Values. Fortifications and other defences have defence values. Siege guns take off a defence value on each dice score of 6 from any fort wall. Other defences, the siege guns need only a 4+.

When the defence value has been reduced to 0, the player adjudicates the losses within the defences during the reduction firing. The player rolls 12d6, needing a score of 4+. No saving rolls (NS). Defender chooses the affected unit.

Shooting at Skirmishers Skirmishers do not shield friends from incoming fire. The fire passes through the skirmisher line, into the unit behind if it is in range. Casualties are inflicted on the skirmishers and the friend behind as if the skirmishers were not there. Deduct casualties on the skirmishers from the casualties on the unit behind. Do not re-throw the dice. Use the dice scores already achieved with the skirmisher fire.

Dragoons Dragoons had been around for decades. However, they operated mostly as infantry skirmishers firing from cover.

In this period a new type of dragoon started to emerge in significant numbers. These should be considered as highly mobile shot. They move at cavalry speed to their location with loaded firearms.

Once dismounted, they operate as small independent units of shot. Unmounting and mounting takes half a move. If, when dismounted, they move position, it is assumed that the horses are brought along with them.

Dragoons are often not as good as normal shot in H2H. To simulate this they will usually be considered as 'Poor' in H-2-H. However, the army lists should be consulted on this point.

The "Last Man Standing" rule cannot be applied to dragoons.

Also, in this period, a cavalry type known as 'heavy dragoons' began to appear. For simplicity, these are treated as sword & pistol cavalry who can also dismount and fight as normal shot, hitting at 4+. Later on, after our period, these troops would be integrated into the cavalry and even though still armed with a fusil, would almost never dismount.

Shooting Eligible Targets

Units must shoot at the nearest target unit or sub-unit within arc. Md & Hv artillery with a general attached may shoot at any target.

Artillery Ammunition Artillery ammunition is limited to 6 shots, irrespective of the type of artillery.

The artillery ammunition can be re-plenished with the arrival of the re-supply wagon which carries the ammunition necessary for six more rounds of fire. The wagon takes a complete move to unload the supplementary ammunition. Also, if the gun has not expended all its ammunition by the time the wagon arrives, the wagon can stock-pile the ammunition by the gun and so there will be no interruption of fire.

Similarly, wagons can carry a replacement petard charge to the engineers. In this case the wagon must be taken to the location where the petard is to be deployed. A very risky exercise for the wagon drivers.

Artillery Pivot Artillery may pivot to direct fire at a target. However, as no troops may have their base overlapping a friendly base, artillery may only pivot if there is space for the entire base to be free from friends at the end of the move phase.

Gendarmes These are very rare by the period addressed by these rules. However, they still did appear in some armies at the start of this period. They are very tough and use couched lance.

Couched lances The use of couched lances was still practiced in some armies, albeit very very rarely.

A couched lance provides an advantage in the first round of the first melee (extra dice per base). These rules assume that the couched lance is broken on contact and so the troops must change to fighting with their sword. However, the rules permit troops to be re-supplied, ready for their next charge (See points list).

To re-supply the unit must be brought into contact with the re-supply wagon or the wagon into contact with the troops for a whole move. This may happen anywhere on the table; even putting the wagon into danger from the enemy. This may result in contract waggoneers running if an enemy approaches (see below).

Civilian Contractors These tended to run away at the first opportunity. Test their morale immediately and on every occasion a non-skirmish enemy comes within charge range. They pass on 5+. If they fail, they are removed from the game and may not be re-tested. This means that the wagon they were driving does not move again. However, if the wagon is in a suitable place the re-supply can continue, performed by the troops themselves. This takes a complete move during which time they may not fight or move themselves.

In this period, virtually all logistics was performed by civilian contractors. These rules assume all logistics were done by civilians.

Note: Disciplined troops are, by definition, not civilian contractors.

Mines and Petards Assault Moves and Engineers

Mines: These are assumed to have been dug and filled with gunpowder prior to the game. The owning player may choose to detonate them (or set fire etc.) in any move in move phase 1.

Timings and effect are:

Immediate: 5,6 Mine explodes with full effect and breaches wall. 1 clear failure

Next Move: 4+ Mine explodes with full effect and breaches wall. 1 clear failure

Next Move: 2+ Mine explodes with full effect and breaches wall. 1 clear failure.

If the mine fails to ignite, an engineer has to go into the mine to re-lay it. That takes a whole move (plus whatever time the engineer figure needs to reach the mine and go in).

After re-laying the mine the player may try again.

Petards: These are explosive charges in a bell casing that is set against a fort door (say). The “volunteer” may be ordered to light the fuse and retire at the start of any move in phase 1. The petard will fail to explode properly on a throw of 1 or 2. An engineer must go and replace the entire petard so the player can try again. That takes a whole move and needs the re-supply wagon to deliver it.

In either case, any failed or partial explosions may leave residual burning which may detonate while the engineer is re-laying the explosion. In this case, the engineer is hit and must save on a 5+. If he is a casualty, the charge is no longer usable until another engineer can be sent (if you have another engineer to send, that is).

See QR page 2-Defences for timings and effect. Note that walls are breached and doors are blown in. In either case, they may be assaulted. This differs from a normal charge only in that unit formation is abandoned in the assault. The whole unit can fight at the breach or open doorway. (See also ‘Charges, stages 5 & 6).